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GAMES-X

Issue One! 3rd May 1991

Amiga • Atari ST • Consoles • C64 • PC • Spectrum • And more...

EXPLAINED:

- ★ THE TRUE LOVE STORY BEHIND **GAMES-X**
- ★ BEATING THE SYSTEM: COLDITZ AND LEMMINGS

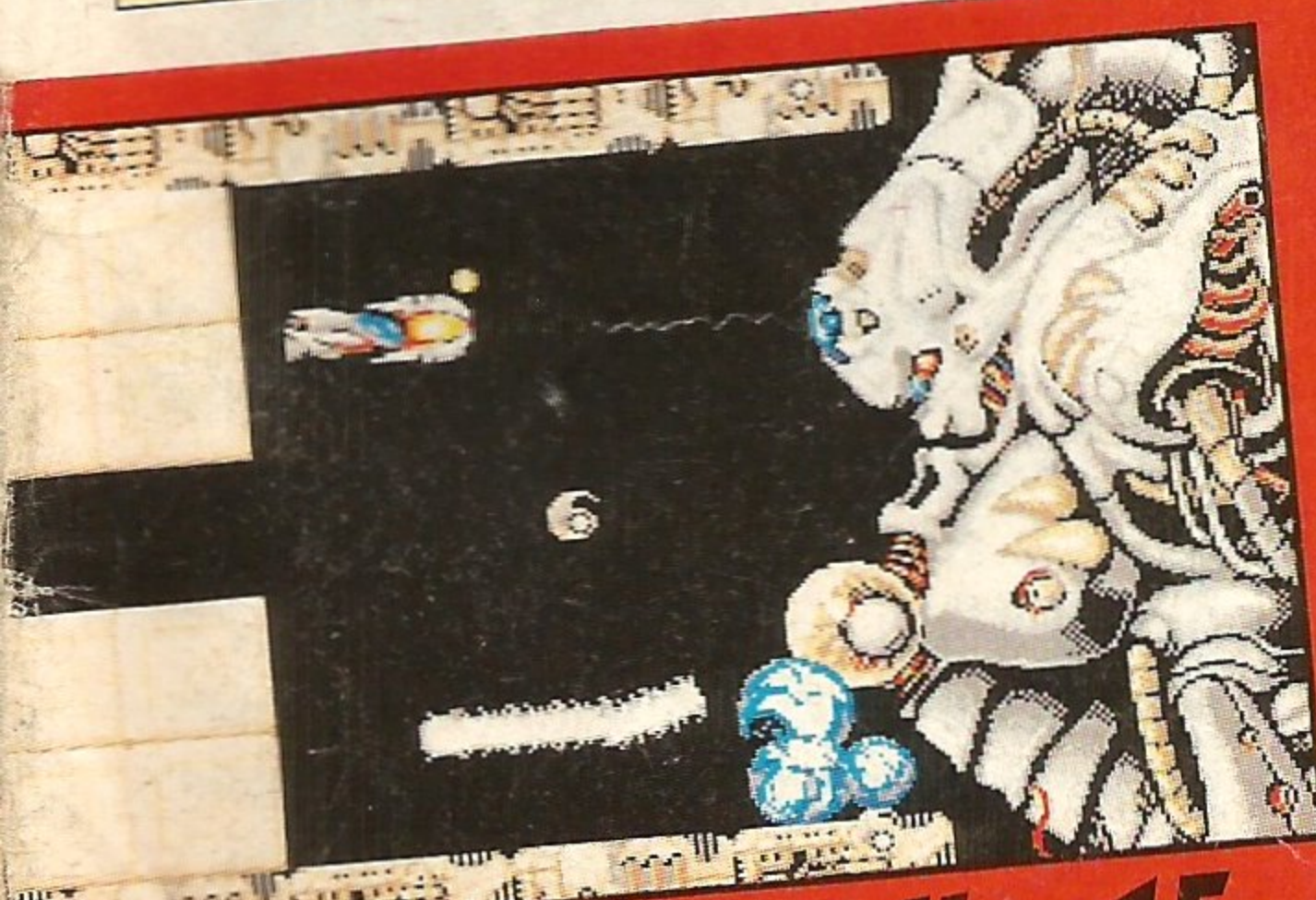


EXCLUSIVE:

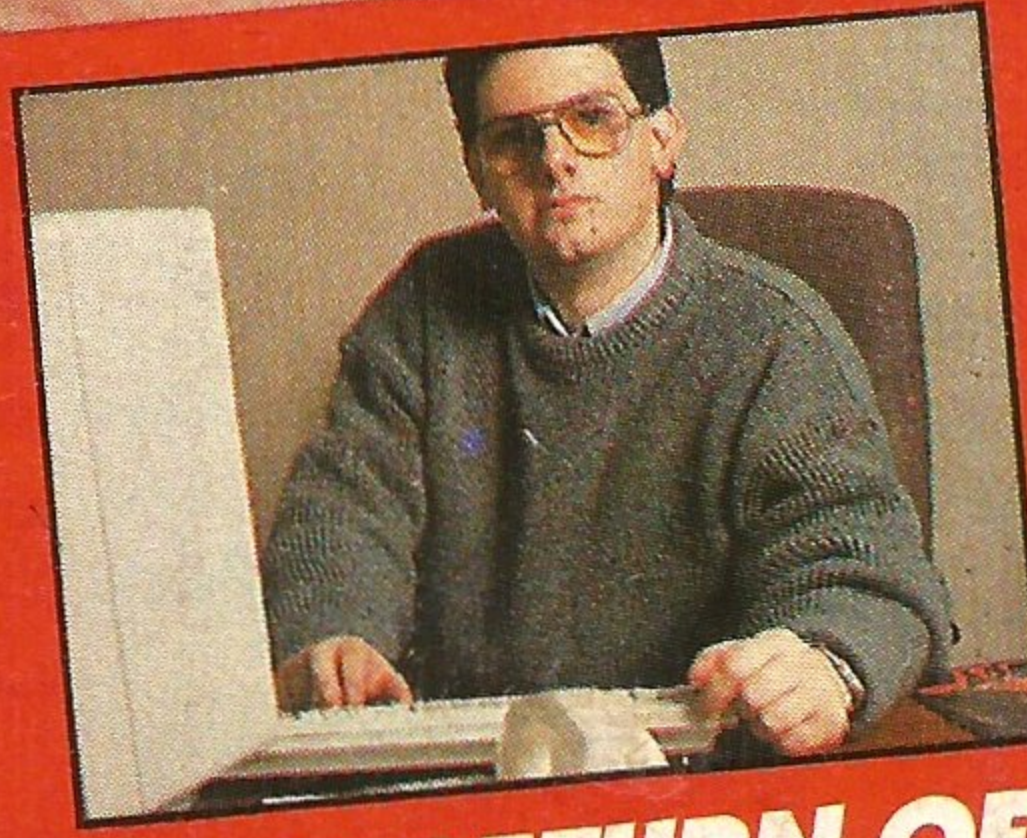
- ★ HEROQUEST
- ★ R-TYPE II
- ★ DARIUS TWIN
- ★ GAUNTLET III
- ★ & MORE!

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all about computer and
console games?"
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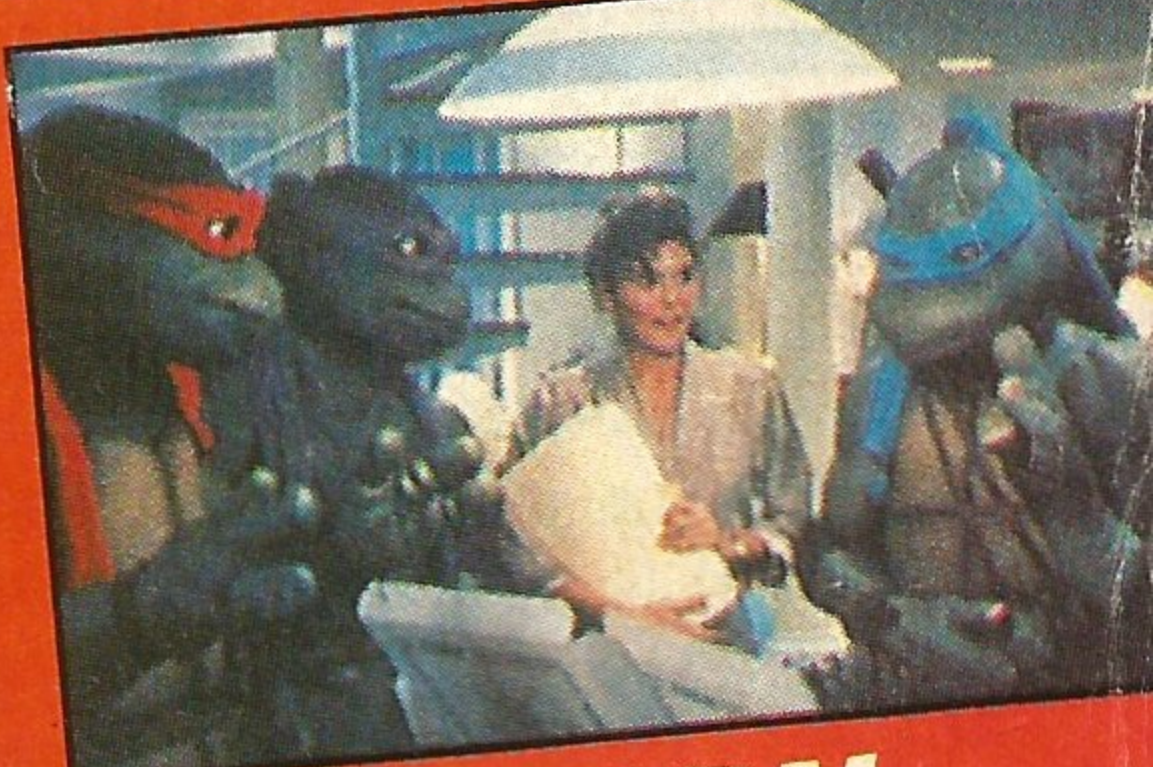
IREM'S R-TYPE II p.15



THE RETURN OF
JEZ SAN & CO p.38



HEROQUEST p.12



GO-GLOBAL –
TURTLES II p.44



0 1

★ OFFICIAL WEEKLY GALLUP CHARTS – ONLY IN GAMES-X! ★

CD-ROM FOR NINTENDO?

Games-X has recently received very tasty rumours of a new CD-ROM player for the 8-bit Nintendo NES. Incredibly, though, reports have suggested that such a machine will NOT be produced by companies lounging within the gigantic Nintendo markets of Japan or the USA but, in fact, from the UK's very own Codemasters!

Codemasters is no stranger to the realms of CD. It has already produced CD players for the C64 and Spectrum with an abortive attempt for the Amstrad CPC. Software for those 8-bit computers included 30 Codemasters titles. A CD machine for the NES could conceivably continue the compilation theme. The CD environment providing a financial booster for older NES titles – or, then again, we could see new Super Mario-type games stretch for millions of levels, or... well let's wait and see.

Codemasters only response to the rumours was that, "We have lots of new, exciting products in development and this



The Darling Brothers – are they or aren't they?

may well be one of them."

If the rumours are true, and we think they are, remember that you heard it here first, folks!

FAMICOM PAL ALERT!



Nintendo's shiny, new Super Famicom has been infiltrating the UK for a few months now. Supplies are low, demand is high and the customers are desperate. While most of the UK's retailers are a respectable bunch of chaps, there are a few retailers who may not be serving the public to the best of their ability.

The problem is the PAL version of the Famicom which is available, albeit in very limited numbers, from a few UK retailers.

It appears that the current PAL SF modulators fall out of tune after a short while. Consequently, colours lose their clarity and the sound may degenerate. Sources say that the only possible way of using a PAL SF in its present format is to hook it to a TV that constantly scans and re-tunes a specified signal.

Generally however, they are to be avoided although PC Engine Supplies may have some good news within the month, "We don't sell the PAL version at all because we are not happy with it. However, we will have a prototype version of a new PAL model arriving this month."

Stick with *Games-X* and find out if the new PAL Super Famicom passes the quality test.

XCLUSIVE FREE OFFER FOR GAMES-X READERS

How's this for a readers' offer? Mercenary 1 and Second City absolutely free!

All you have to do to get a copy of this exciting classic, which combines flight sim, adventure and arcade fun in high speed vector graphics, is collect three X tokens, one each from any of the first four issues of *Games-X*.

Stick them in an envelope along with a cheque or postal order for £2 p&p made payable to *Games-X*, and the coupon below – don't forget enter your choice of format. The formats available are Atari ST, Amiga, C64 (disk), C64 (cassette), Spectrum (cassette), Amstrad CPC and Atari 8-bit.

The address to send it to is: *Games-X* Mercenary Offer, Europa House, Adlington Park, Macclesfield, Cheshire, SK10 4NP. Don't forget your coupon and cheque/postal order will you?

Name:.....

Address:.....

Format:.....

NB: Only one game per household. Offer ends 30th June, 1991.



SEGA PRICES SLASHED

Get out your cash! Break open the piggy banks! Sega has announced major price drops across its console range.

All machines have received a chop of at least £20 which comes into effect from May 1st. The Mega Drive will be officially dropped from £189 to £149 for the Altered Beast package, which has been sold on the high street for a few weeks now.

On the 8-bit side, the Master System is being cut from £79 to £59, and the Master System Plus comes down to £79 from £99.

It has been announced that the long awaited Game Gear colour hand held will retail at £99 when it finally arrives later this spring. Sega believes sales will reach 100,000 units during '91. We'll just have to wait to see if it's right or not.

WERE WE RIGHT OR WHAT?

In our preview issue we predicted some results of the second annual European Computer Leisure Awards.

Games-X was bang on! Psygnosis did win Software Publisher of the Year;



Shadow of the Beast won the Best Graphics award; and the category for Most Original Game went to Lemmings.

Other winners were Dragon's Lair II (Best Graphics), Klax (Best Mind Game), F-19 (Best Simulation) and Secret of Monkey Island (Best Adventure/RPG).

FREE GAMES FOR SALE

US Gold has just taken a bite into mouse manufacturing's big cheese, Naksha.

Gold will be bundling some of its games – such as Their Finest Hour and Operation Stealth – as extra freebies with several of Naksha's current models.

Third time lucky

PC-owning fans of the classic flight-combat simulation *Falcon* are in for a treat in May when what promises to be the most enhanced version of the game so far comes out.

Falcon 3.0 puts you in the cockpit of General Dynamics' F-16 in a whole new combat world with several new levels of play.

What looks most interesting is the player's ability to control a squadron of sixteen planes, with as many as eight flying a co-ordinated mission at one time.

We're promised 270,000 square miles of active fighting area populated, by Hind helicopters and just about every type of MiG around.

The most exciting development however, is *Falcon's* inclusion as the first game in Spectrum HoloByte's new Electronic Battlefield Series.

When the second game in the series, *Avenger A-10* is released, players will be able to hook up their machines and fly joint missions, with the F-16s providing fighter cover! The series is set to expand as more new games are released.

Falcon 3.0 comes in a HUGE metallic embossed box and the PC version should hit the shelves in May. Only those with beefed-up machines (AT 80286 or faster) with EGA or VGA will get to play.



CUSTOM CHIP

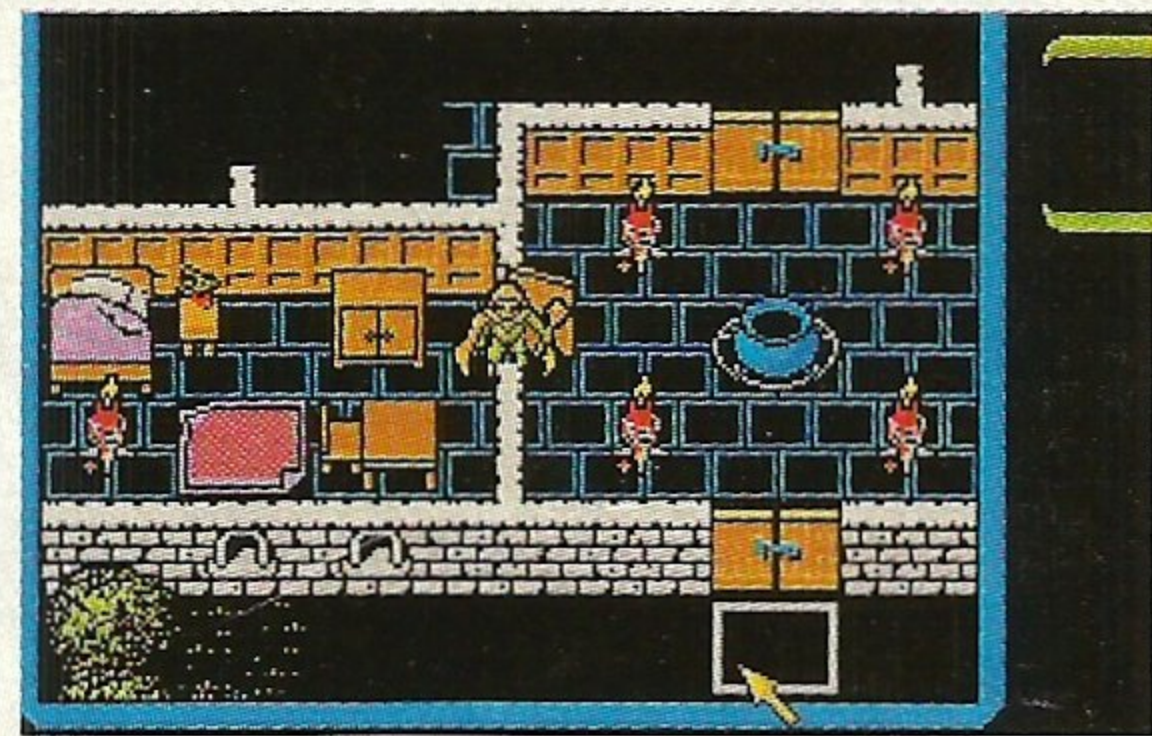
Rumours concerning Codemasters suggest that it is producing some pretty hot Nintendo NES games. The excitement emanates from reports of a new Codemasters custom 150, supposedly producing the best graphics ever seen on a Nintendo NES and

Open for business

The Software Business is due to release an avalanche of home computer games. PC owners can look forward to a super-fast racing game entitled *Moto Grand Prix*, can you win the World Championship?

The role-playing space battle game, *Laser Squad* is also due for release on the PC while ST and Amiga owners have *Laser Squad II* to look forward to.

The award-winning shoot'em-up *Battle Squadron* is soon to appear on the ST. Atari users won't have to wait much longer as the game is due for release early this summer.



Meanwhile the D'n'D-style counterpart to *Laser Squad*, *Lords of Chaos* is out now. As well as *Security Alert*, C64 gamers can also look forward to a futuristic-style beat'em-up in the guise of *Millennium Warriors*.

boosting the NES performance generally.

The result? Nintendo games like you've never seen 'em! No further details are available at the moment. But stick with *Games-X* for more news as we get it.

TERMINATOR

Yet another biggie film licence comes in the form of *The Terminator*, just snapped up by Virgin. The film that shot Big Arnie to fame in 1984 is currently being adapted by Probe Software in time for a 1992 release, but it will only be available for the Sega Master System and Mega Drive, so computer owners will have to make do with Ocean's interpretation of the sequel, *Judgment Day*, due out at Christmas.

TURTLES 2

Mirrorsoft is to release a second Teenage Mutant Ninja Turtles game, this time licensed from the Konami coin-op. With a new Turtles series starting on



BBC1 this Summer and the movie sequel, subtitled *The Secret of the Ooze* opening in July, it looks like Turtle fever may be getting its second wind.

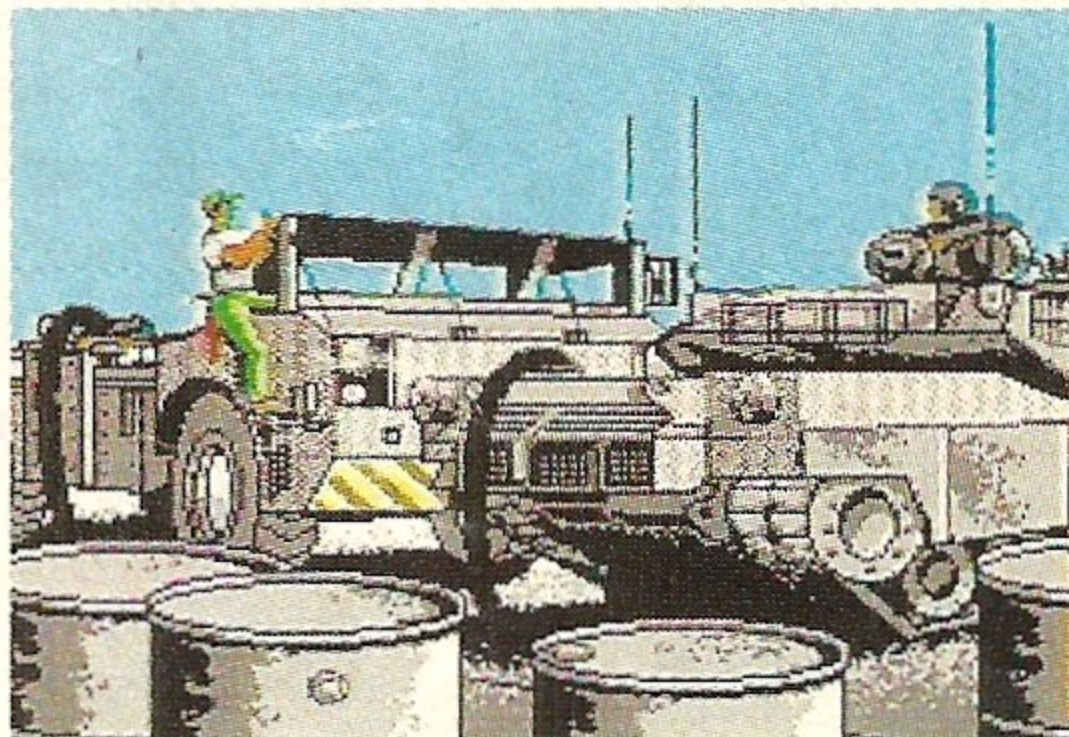
Mirrorsoft is hoping to ride that wave when it releases *Turtles: The Coin-op Game* later this year. Probe Software, who did the first game, which is the most successful computer game of all time, will be handling the conversions.

BATTLE TANK

UK console development is on the up. The Assembly Line (TAL), has produced a Sega Mega Drive version of an old

Dinamix PC tank simulation - *Abrams Battle Tank*. TAL reckon that polygon-based simulations of this type are so thin on the ground that *Battle Tank* will sell like hotcakes!

TAL's next project could be a Mega Drive conversion of Mirrorsoft's *Vette*. Although no final decision has been made any conversion would probably see drastic improvements in gameplay.

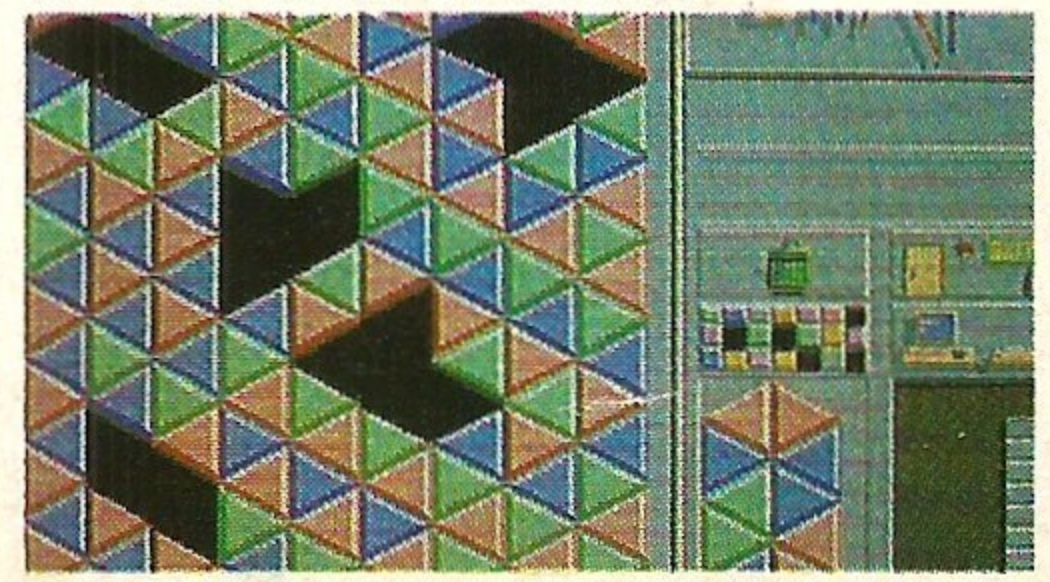


Gallic games

Following the recent buy-out by French company Leisure Holdings, Palace Software's already starting to acquire a distinctly Gallic feel.

Swap is a colour-matching puzzle game, the object is to clear the board by selecting groups of tiles of the same colour.

Sliders is a 3D future-sport where two players battle for control of a puck over 12 playfields. STE owners get full hardware scrolling. Look out for both titles on ST, Amiga and PC at the end of June.



INSIDE

This Week's Specials

The True Love Story of Games-X 10

The photo-story showing how *Games-X* is made.

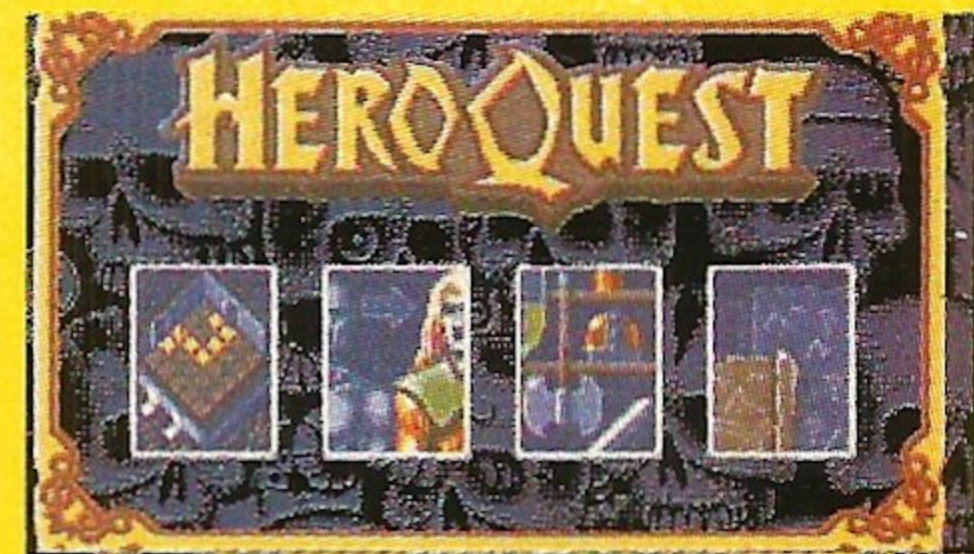
Poster Perfection 24

Real game artwork from Ocean in the form of Toki.

The Return of the Argonauts 38

Jez San and his crew are back.

Dish of the week



HeroQuest 12

Join in the Medieval mayhem with Gremlin's fab board-game conversion.

Main Course

Gallup Charts 7 & 32

Street Talk 9

Where else could we have done a *Street Talk* in our number one issue other than London?

Tip-X 27-30

Thunderforce III, Lemmings, Colditz, R-Type, Supercars 2, Awesome, E-SWAT and more.

Dr X's Clinic 35

Dr X is at it again with loads of hints for needy.

£1,700 Compo 42

Win one of two fantastic remote control trucks worth £250 each.

Arcade Action 43

Take a trip into the Interactive Video Simulator Theatre.

Go Global 44

X-IT 46

Games Reviews

HeroQuest.....	12
Darius Twin.....	14
R-Type II.....	15
Shadow Dancer.....	16
Renegade Legion.....	17
Gauntlet III.....	18
Megatraveller I.....	19
Warbirds.....	20
Eye of the Beholder.....	21
PC: Chips Challenge.....	21
Sega Master: Joe Montana Football.....	21
MegaDrive: James Pond.....	21
PC: Gold of the Aztecs.....	21

DRAGON'S LAIR

Elite is due to release the NES version of **Dragon's Lair** sometime in the autumn. The game sees you playing the role of Dirk the Daring as you attempt to battle your way through five levels in order to save the fair princess Daphne from the evil dragon, Singe.

ELITE

Apparently, over the last two years, Europe's best selling coin-op has been Tecmo's **World Cup '90**. Now Elite has



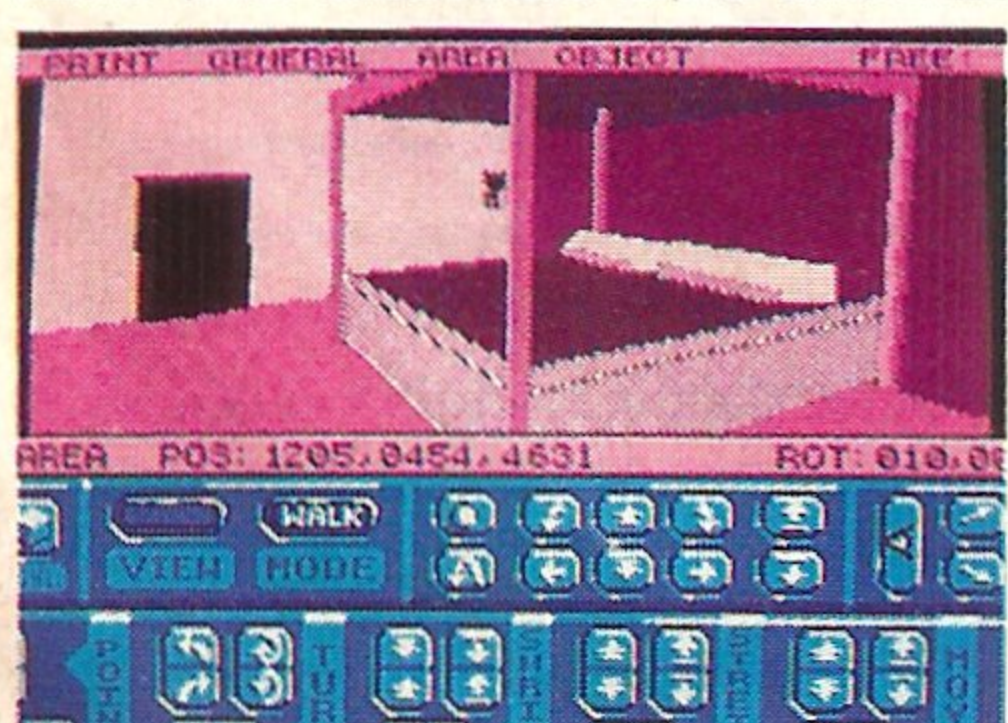
gained the rights to this best-seller. To be released in September, Elite's game will be known as **European Championship 1992** and will include all the features of the original. No prices have been announced as of yet but the game will appear on the ST, Amiga, PC and C64.

Domark makes video debut

Domark has scored something of a coup by becoming the first company to bundle a video with a computer product.

The forthcoming **3D Construction Kit** has been designed by Incentive and allows users to create their own 3D adventure worlds using the same Freescape system used to create such games as **Driller** and **Castle Master**.

3D Construction Kit hits the shelves this month



on all 8 and 16-bit formats. The prices are £49.99 - PC and Amiga, £39.99 - ST and £24.99 - Spectrum, C64 and Amstrad.

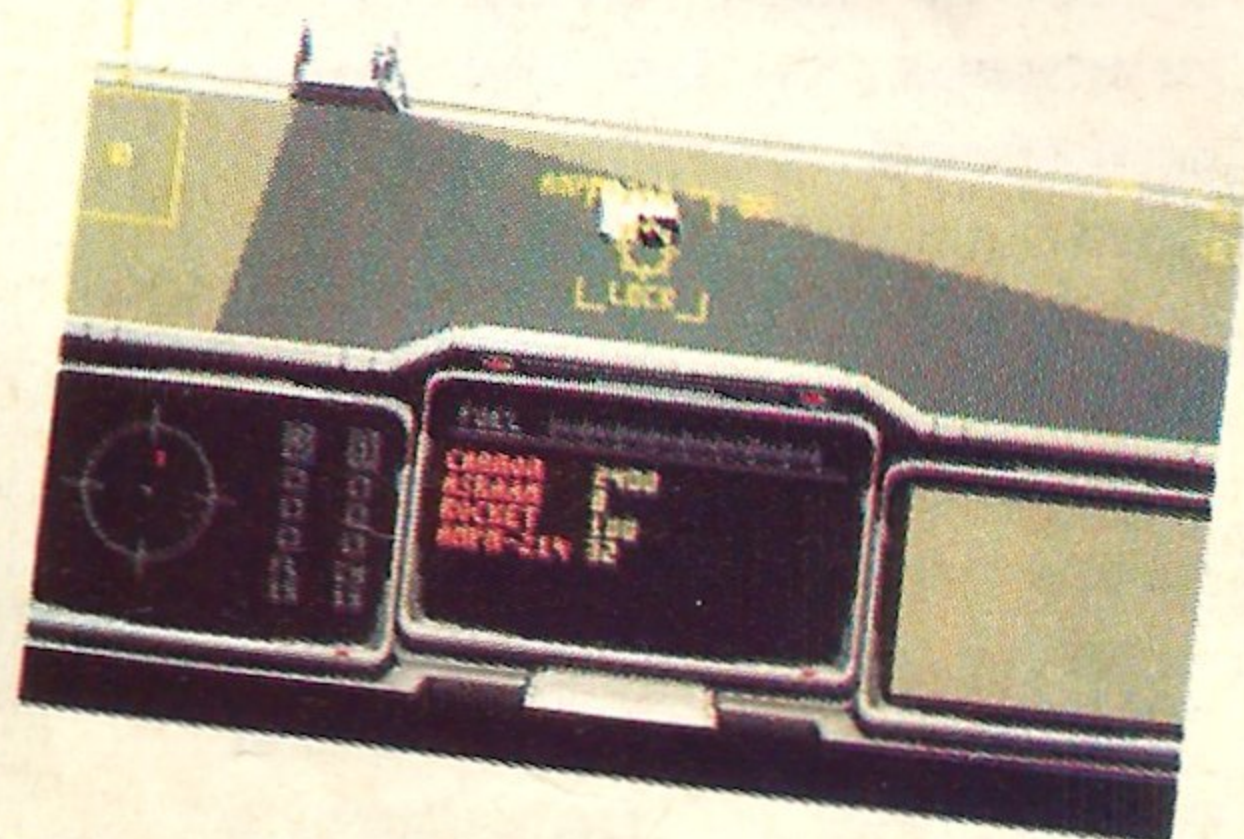
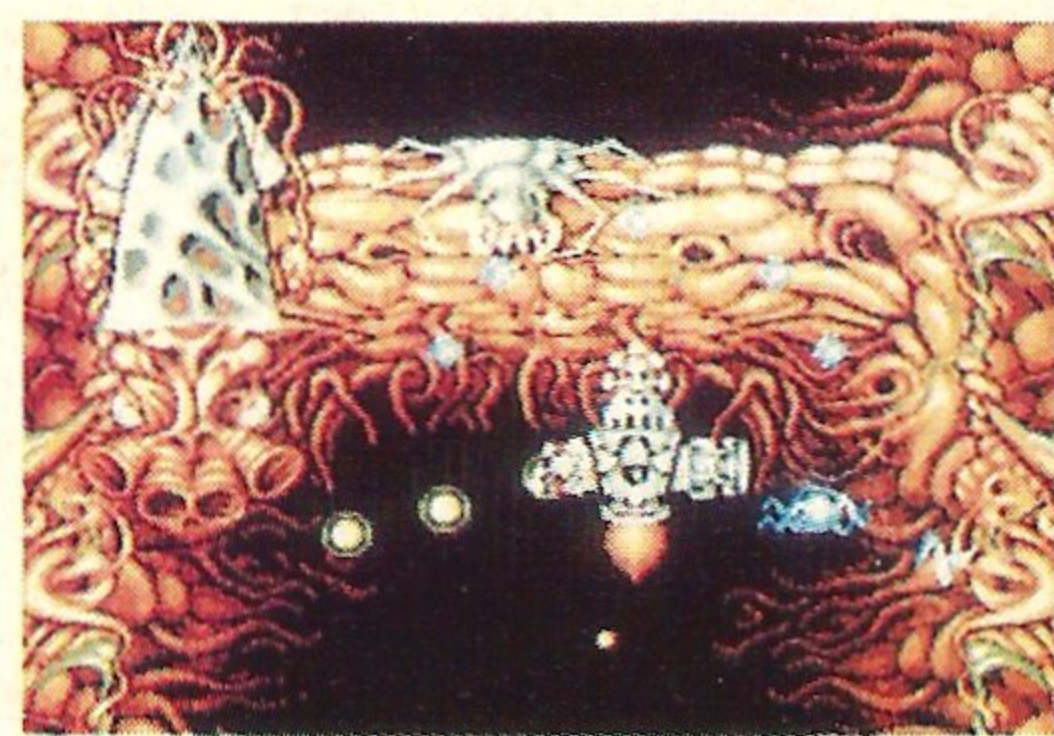
Core-kers

Core is to release seven games between now and the end of the year. **War Zone** and the PC version of **Corporation** will both be arriving in May.

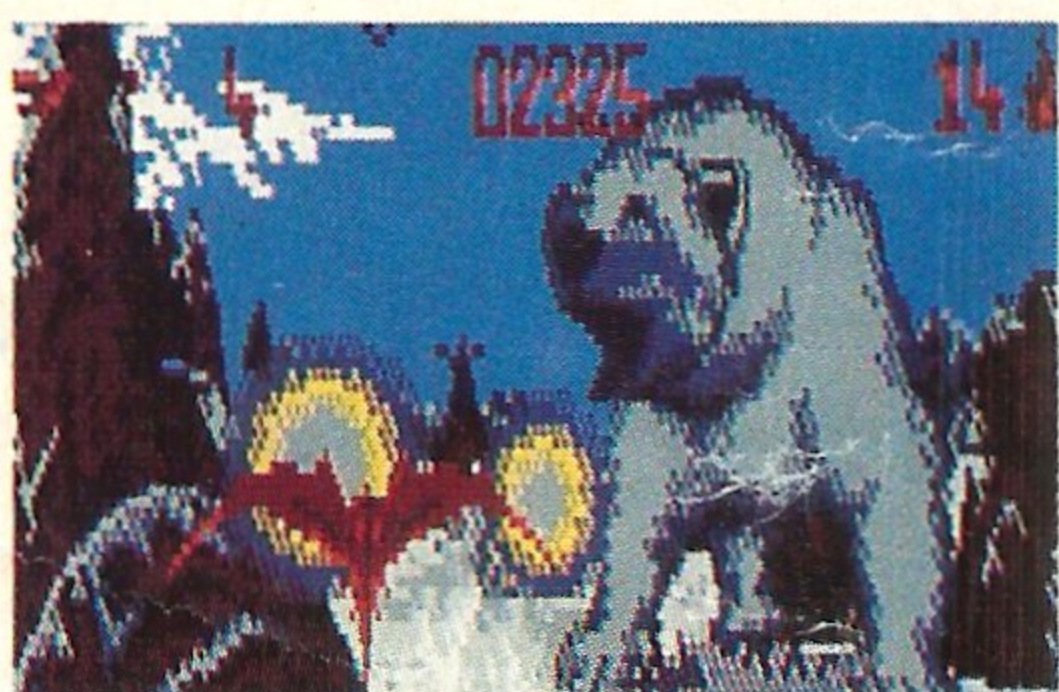
June will see the release of - **Frenetic**, an arcade space shoot'em-up. August will bring the

launch of Core's great **AH-73M Thunderhawk**. **Retro** is currently being worked on. **Heimdall** sees you desperately trying to unravel the mysteries of the Norse gods.

The final release from Core will be **Project 9**, more news as we get it.

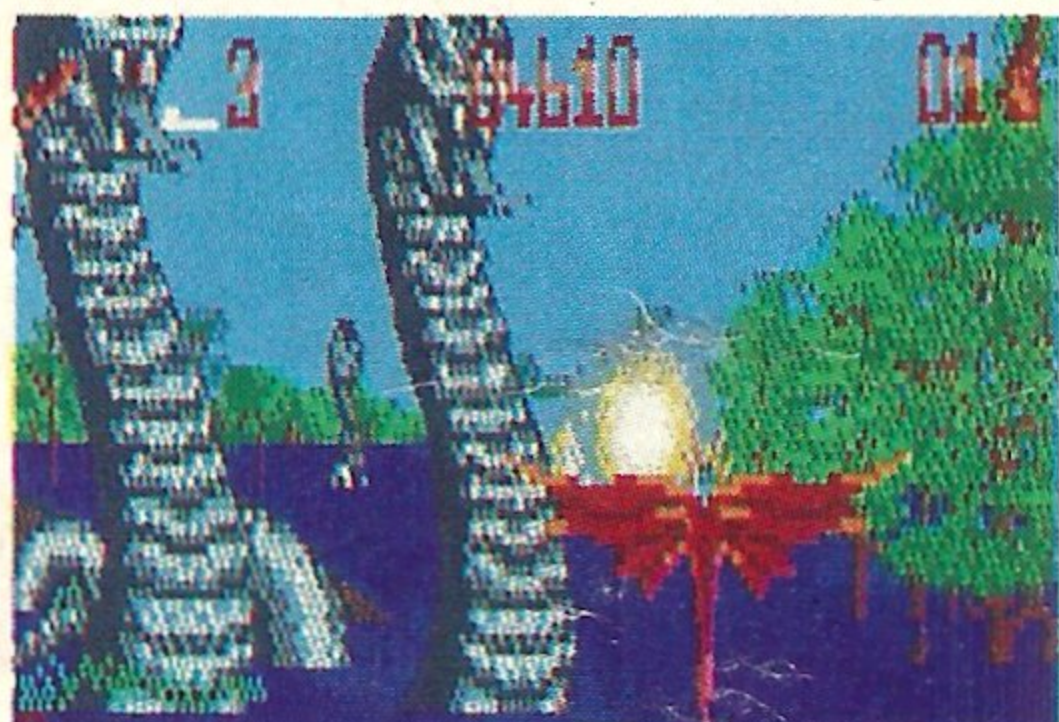


UNREAL



Already available for the Amiga, **Unreal** will soon be making an appearance on both the ST and PC. The game is packed with action and adventure and features some terrific graphics. Keep your eyes peeled for Ubi Soft's **Unreal**, it's out of this world.

Meanwhile, Spectrum owners can look forward to their own arcade adventure in the form of **The Reaper**.



KRISALIS

Krisalis is currently working on both **Manchester United European Edition** and an ice hockey game. With **Manchester United** in the final of the **European Cup Winner's Cup** **Krisalis'** game couldn't have come at a better time.

Critics may claim however, that the company is milking **United's** success. Not so! The new game has been completely re-written and includes great attention to detail. With over 200 teams to compete against and with both arcade and management modes of gameplay, **Manchester United European Edition** looks a real winner.

Meanwhile, **Krisalis** is also working on a **super-fast ice hockey game** due for release September time.

The toads are coming

By far the best thing at last week's **European Computer Trade Show** had to be **Battletoads**, a new NES game that looks set to topple the **Turtles** as the new cult gaming figure of the '90s. Designed by **Rare** - the boys who used to be **Ultimate** - **Battletoads** is a one to three player arcade extravaganza.

It sees the three cosmic amphibians **Pimple**, **Zitz** and **Rash** kicking and punching their way through twelve alien worlds using a multitude of weapons and doing battle with hulking great end-of-level robots.

First previewed at last year's **Consumer Electronic Show** in **Las Vegas** and over here for the first time, **Battletoads** has been sending jaws dropping wherever it's seen - it's to be released in **America** in **June** and should appear over here later in the year, probably through **The Sales Curve**, which has just managed to get its **Nintendo** publishing licence.

As an added boon, computer versions already look to be a certainty, so both 8 and 16-bit owners should be battling with their **NES**-owning pals before the year is out.

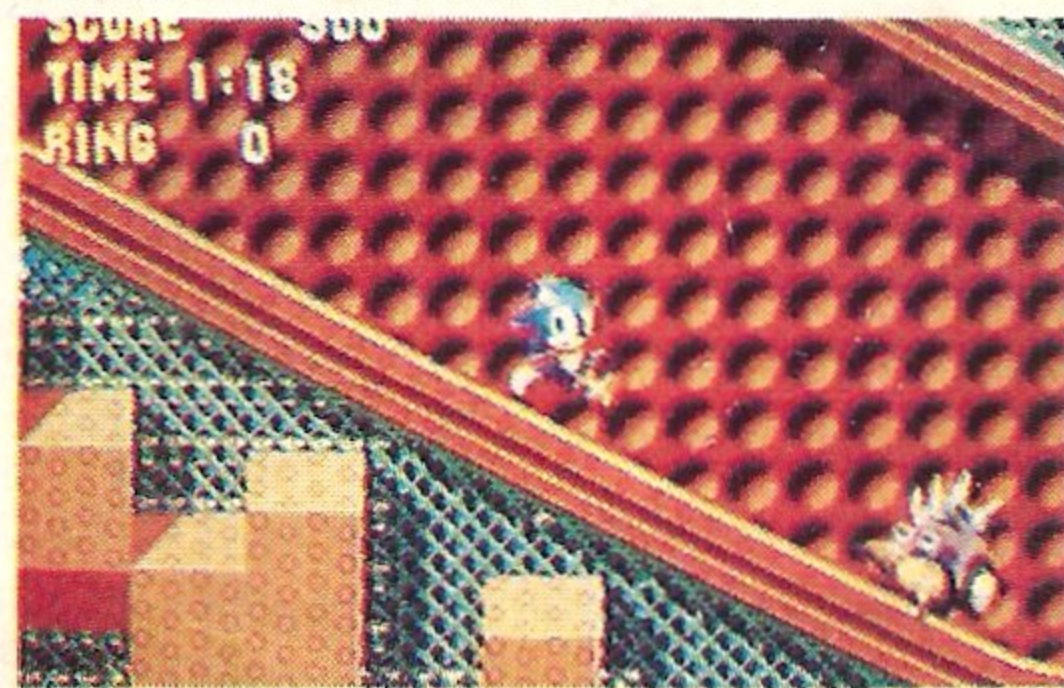


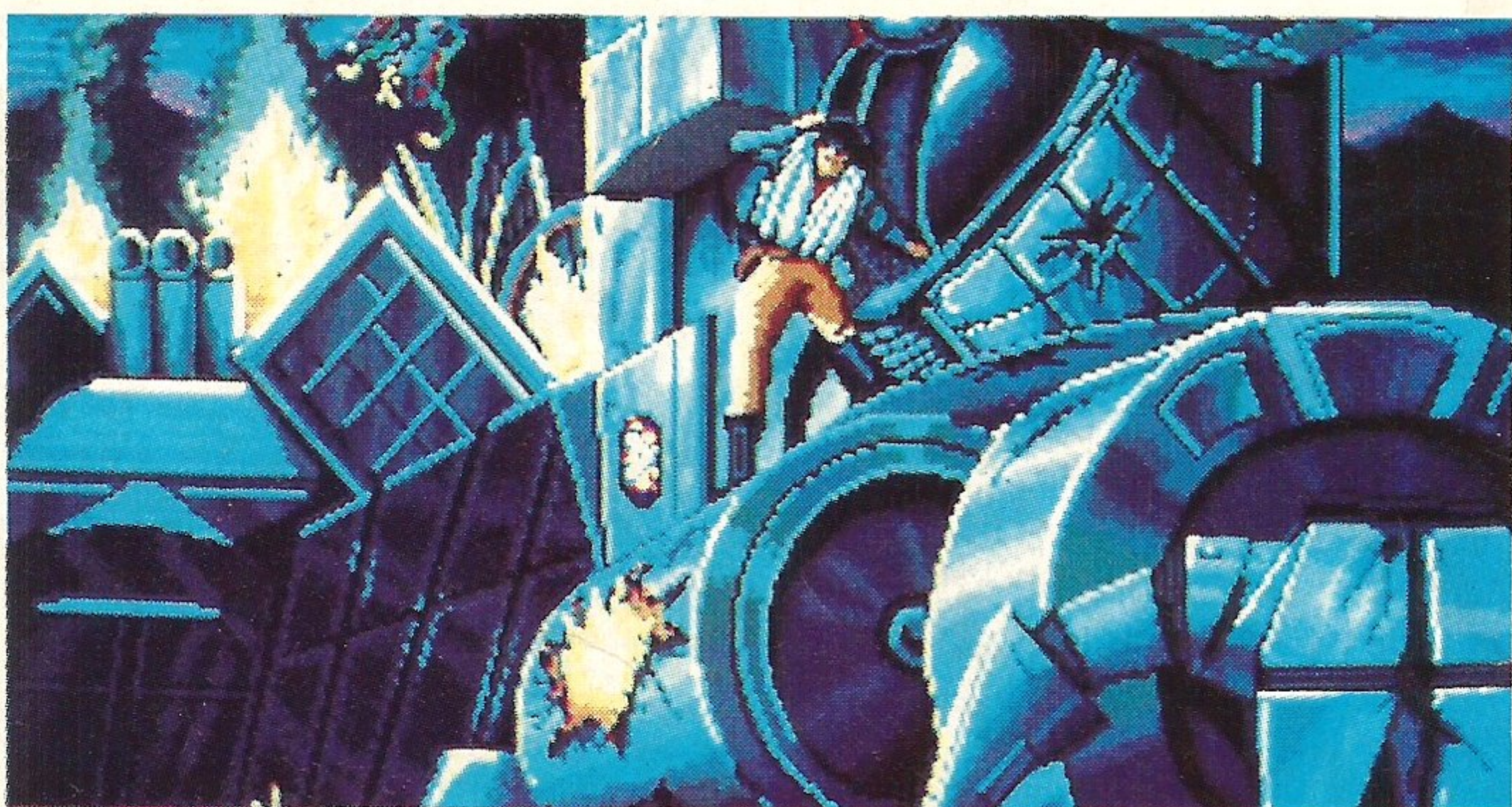
SONIC

The world is about to be set alight by a hedgehog. Sega is soon to unleash its own secret weapon - **Sonic the Hedgehog**. **Sonic's** game sees our new hero in a desperate search for lost gold rings. The gameplay takes place over an eight-way scrolling land littered with all manner traps and meanies.

Sega is confident that **Sonic** is going to be the big hit of 1991. As one

Sega representative said, "**Sonic the Hedgehog** is going to make **Mario** look like a plumber!" Watch out for **Sonic** sometime in the autumn.





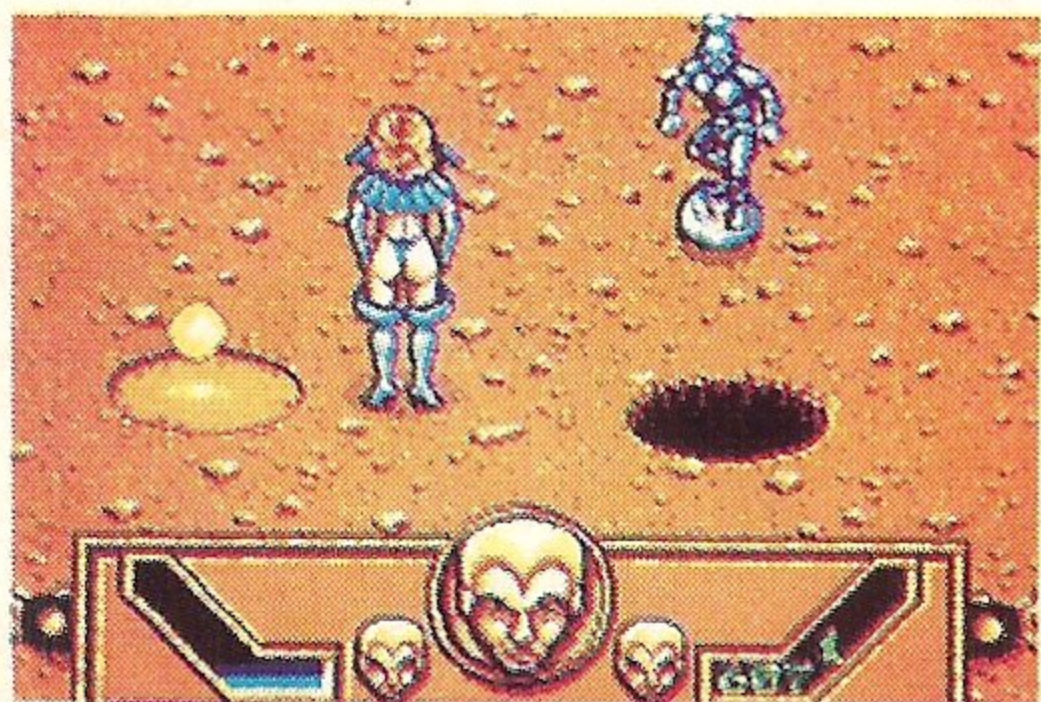
Business as usual

Under the leadership of the Disc Company, Activision's recent troubles seem to be over. Expect to see some eight titles appear between now and September. July will see two coin-op conversions in the shape of *R-Type II* and *Beast Busters*, both games being available on the ST and Amiga.

August will herald the arrival of *Deuteros*, the long awaited follow-up to *Millennium 2.2*, *F14 Tomcat* - a top notch dog fighting simulation, and *Hunter*. Expect to see both *Shanghai II - the Dragon's Eye* - a Mah Jongg variant and *Battletech - the Crescent Hawks' Revenge* in September.

Finally, October will see the launch of *Death or Glory*, a sophisticated flight simulation in which you have the chance to fly twelve of the world's best-known warplanes. Activision will also be launching two NES games; *Galaxy 5000* and *The Adventures of Rad Gravity*. No definite details as to when the game will be released, but May looks to be the most likely date when it hits the streets.

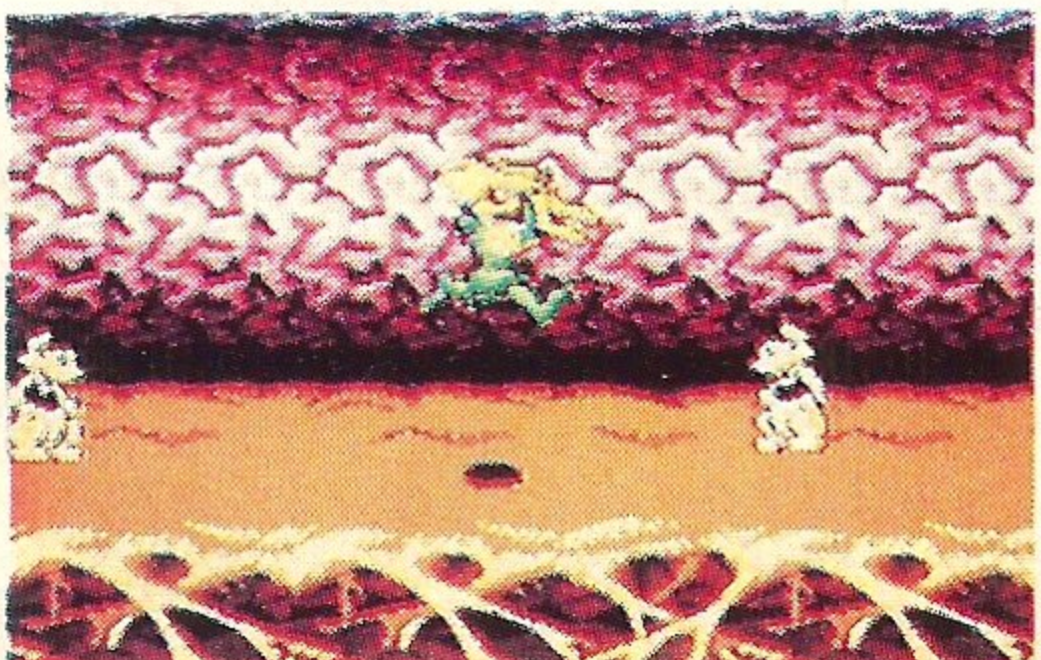
BRUTE



In an inter-cosmic battle within the whirlpools of space and time the Dark Lord plots your fate. You must protect the Holy Ones against the Brute - the Dark Lord's Agent. *Brute* is a fast-moving action game that sees you desperately attempting to hold onto your anti-grav board whilst battling with the Dark Lord's hordes. Available on the ST and Amiga, *Brute* will appear sometime in September.

GREMLIN NINTENDO

Gremlin is currently riding on a high at the moment. That doesn't mean however, that the company is going to rest on its laurels. Indeed, *Games-X* can



reveal that Gremlin is soon to be supporting all Nintendo formats. Game Boy owners will be able to enjoy the thrills of *Brainbender* - formally *Mindbender*, while NES fans will relish the challenge of *Supercars*.

Meanwhile ST and Amiga owners may look forward to a mythical shoot'em-up in the shape of *Pegasus*.

POLICE QUEST III

Sonny Bonds is back! Having helped arrest the drug dealing Death Angel in *PQ1* and then going on to shoot the vengeful killer in *PQ2*, Sonny has returned to once more bring peace and justice to the streets of Lytton.

Police Quest III is being written by the series creator, one time New York cop, Jim Walls. Expect to see it around September time. The PC Version will arrive first, then the Amiga.

INDY 4

Lucasfilm Games has announced data disk for both *Battle of Britain* and *Secret Weapons of the Luftwaffe*. Also in development is the *Secret of Monkey Island 2 - Le Chuck's Revenge*, but the most exciting news is that there will be a fourth Indiana Jones game.

Apparently Stephen Spielberg has already completed the storyboard to *Indiana Jones and the Lost City of Atlantis*. Sounds good to me.

SIERRA ON-LINE

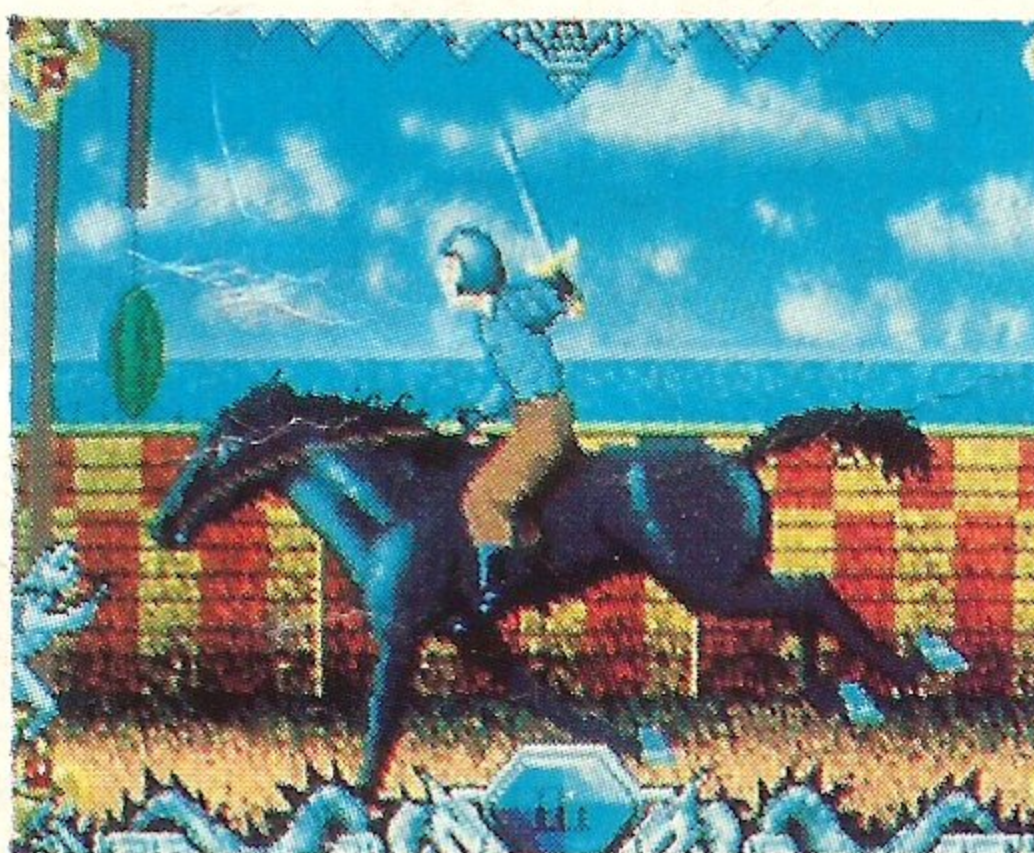
Sierra On-Line have installed fully automated hint lines in the UK. From their offices in Reading the company now runs two impressive services. Modem users will be able to call the **Sierra Bulletin Board** on 0734 304227 (300/1200/2400 Baud) in order to get hints.

Meanwhile anyone with a touchtone phone will be able to dial 0734 304004 in order to access the company's fully automated hint service.

ISLES OF TERRA

Subtitled the *Isles of Terra*, *Might and Magic III* sees you in a desperate bid to halt the evil plans of Sheltem, an all-powerful wizard whose genocidal scheme will see the destruction of the inhabitants of Terra.

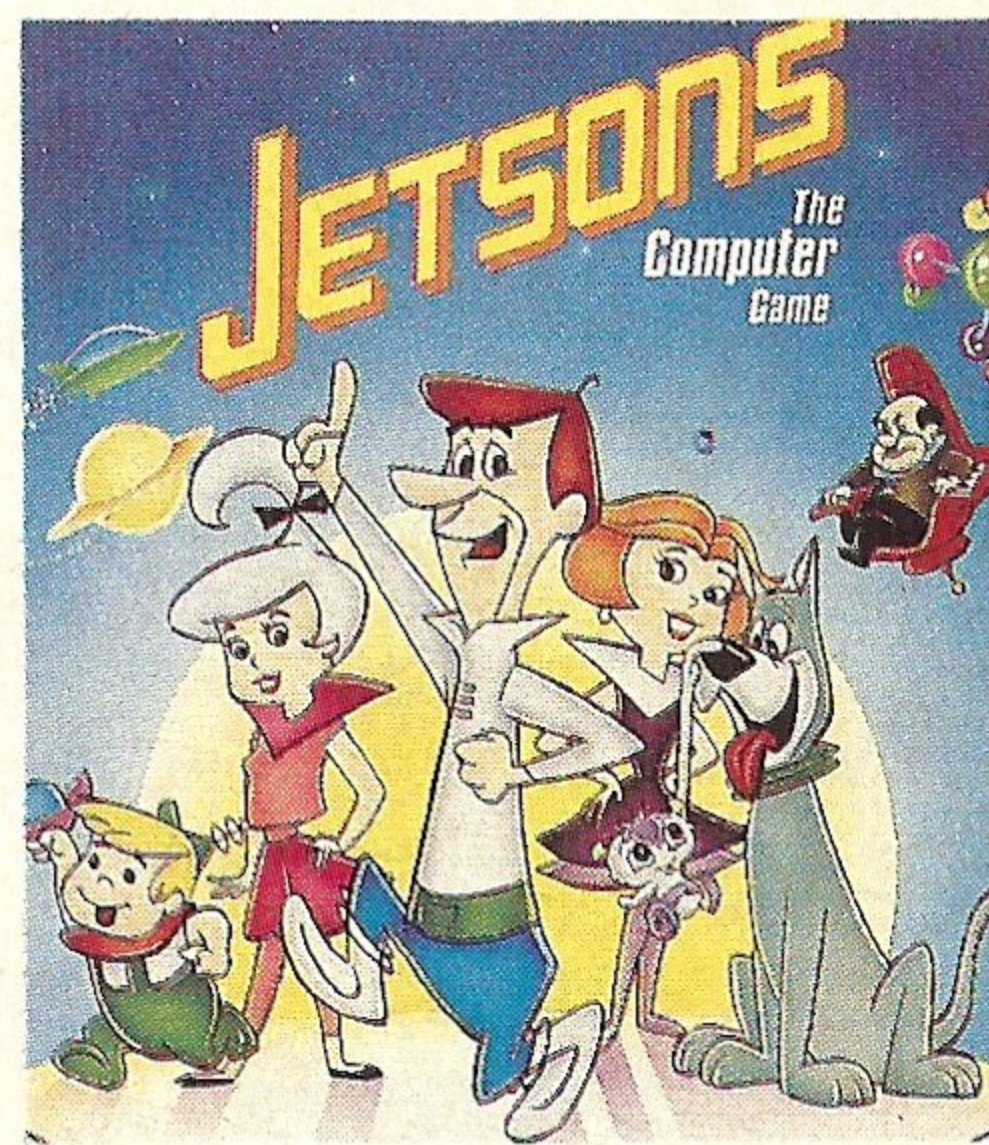
The game will appear first on the PC and features a giant-size play area. With superb graphics, *Might and Magic III* will have role-playing fanatics on the edge of their seats.



SEGA COIN-OPS

In addition to *G-Loc*, US Gold are also to convert three more Sega coin-ops in time for Christmas. Speculation as to which titles are being worked on is rife. *Games-X* can exclusively announce one of them - watch out for the *Bonanza Brothers*.

Hi-Tec sign Warner Brothers



Nintendo may have the *Super Mario Bros*, but Hi-Tec has just signed the rights to the Warner Bros. mega stars.

According to Hi-Tec the deal throws open the floodgates for a host of mega stars of the Looney Tunes cartoon series to appear on the home computer. Bugs Bunny, Daffy Duck, Elmer Fudd, Sylvester and Tweety Pie and so on.

Meanwhile the Hi-Tec Hanna Barbera phenomenon continues. New titles due out include *Scooby and Scrappy Doo*, *The Wacky Races* and the latest movie stars *The Jetsons*.

WHAT'S OUT AND WHEN

If any of the games we review are not due for release for several weeks, What's Out and When is our guide to when the games are actually due to hit the streets. The list below details which games will be released - i.e. you will be able to buy them - during the next seven days...

Product	House	Team	Format	Price	Date
BAT	Ubi Soft	Computer Dream	PC	£30.74	2/5/91
Cricket	Software Int	In-house team	Amiga	£29.99	30/4/91
Crystals of Arborea	Palace	Silmarils	Amiga	£25.99	30/4/91
			ST, PC	£29.99	30/4/91
Demoniak	Palace	Chris Stangroom	Am, ST, PC	£29.99	30/4/91
European Super League	CDS	Matrix	Amiga, ST, PC	£24.99	26/4/91
Excalibur	Virgin	Synergistic	Amiga, ST	£29.99	26/4/91
			PC	£34.99	26/4/91
HeroQuest	Gremlin	In-house team	Ams	£10.99	29/4/91
			C64	£15.99	29/4/91
			Spectrum	£10.99	29/4/91
Keys of Maramon	Mindscape	Mindcraft	Amiga	£25.99	26/4/91
			C64 disk	£16.99	26/4/91
			PC	£29.99	26/4/91
Magic Candle	Mindscape	Mindcraft	C64 disk	£16.99	26/4/91
			PC	£29.99	26/4/91
Mighty Bombjack	Elite	Motive Time	PC	£25.53	29/4/91
Mixed-up Mother Goose	Sierra	Roberta Williams	CD-ROM	£39.99	29/4/91
Moonbase	Mindscape	Wesson Intl	Amiga	£35.76	2/5/91
Pro Tennis Tour II	Ubi Soft	Bluebyte	ST	£25.53	2/5/91
Stellar 7	Dinamix	In-house team	Amiga	£25.53	29/4/91
Supremacy	Melbourne Hse	Probe	C64 cass	£14.99	1/5/91
			C64 disk	£19.99	1/5/91
Viz	Virgin	Probe	Spectrum	£9.99	26/4/91

COMPO

THE AMAZING GAMES-X

£20,000 SOFTWARE

Giveaway

This week you'll have received your Games-X Personal Entry Card – if you haven't write and ask for one from £20,000 Software Giveaway Card, Games-XS, Europa House, Macclesfield, Cheshire. SK10 4NP. This card has a unique number on it.

Each week for the next five weeks we'll be printing a series of numbers which, if they correspond to the number on your card could win you one of nearly 1,000 games that we're giving away to promote the launch of Games-X. And there not ropy old games – they're top notch newies from big name software houses.

Some of the games on offer include: Lemmings, Team Suzuki, Gem-X, Awesome and Carv-Up. There is even an Atari Lynx on offer! So hang on to your card and don't forget to tune in over the next five weeks to check your numbers

The prizes on offer have been generously donated by: Active Sales and Marketing, Arc Software, Infogrames, Rainbow Arts, Gremlin, Palace Software, Atari, Impressions, Core Design, Psygnosis, DMI-Kaiko, DMI Demonware, Mirrorsoft, Ocean, US Gold, Domark, Entertainment International, Mindscape and a few others that we haven't sorted out yet!



GAMES CHARTS

1	★	LEMMINGS House: PSYGNOSIS Team: DMA DESIGN
2	▼	TEENAGE MUTANT HERO TURTLES House: MIRRORSOFT Team: PROBE
3	◆	VIZ House: VIRGIN Team: PROBE
4	▼	DIZZY COLLECTION House: CODE MASTERS Team: OLIVER TWINS
5	▲	POWER UP House: OCEAN Team: VARIOUS
6	▲	FINAL WHISTLE House: ANCO Team: STEVE SCREECH
7	▼	LAST NINJA 3 House: SYSTEM 3 Team: IN HOUSE
8	▲	TURRICAN 2 House: ANCO Team: FACTOR 5
9	▼	SUPER MONACO GRAND PRIX House: US GOLD Team: ZZKI
10	★	BACK TO THE FUTURE 3 House: MIRRORSOFT Team: PROBE
11	▲	BIG BOX House: BEAU JOLLY Team: VARIOUS
12	▲	SWIV House: STORM Team: RANDOM ACCESS
13	▲	SPEEDBALL 2 House: MIRRORSOFT Team: BITMAP BROTHERS
14	▲	PGA TOUR GOLF House: ELECTRONIC ARTS Team: LEE ACTOR
15	▼	ROBOCOP 2 House: OCEAN Team: SPECIAL FX
16	◆	LOTUS TURBO CHALLENGE House: GREMLIN GRAPHICS Team: MAGNETIC FIELDS
17	▼	MICKY MOUSE House: SEGA Team: SEGA ENTERPRISES JAPAN
18	▼	KICK OFF 2 House: ANCO Team: STEVE SCREECH
19	★	TOTAL RECALL House: OCEAN Team: O'ROURKE AND EARL
20	★	GOLDEN AXE House: SEGA Team: SEGA ENTERPRISES JAPAN



CHART FAX

This week we have three new entries, **Back to the Future 3** comes in at number 10, making seven other titles lose their positions. Finally, there are seven climbers and one non-mover in the All Formats chart this week.

Re-entering at number one is **Lemmings**, offering addictive cutesy-style fun for a mere £24.99. The addition of the ST and PC versions means that this game will be riding high for quite a few weeks to come. After weeks of success, Imageworks' **Turtles** is dropping from the charts faster than a Kylie record.

Buster Gonad and his huge rocks bring **Viz** up into a respectable third



CHOOSE YOUR PLAYER

place, with the ageing **Dizzy Collection** just behind. **Kick Off 2** makes yet another appearance, as well as the **Final Whistle** data disk shooting up the charts.

Rainbow Arts have managed to smash across the charts with their excellent **Turrican 2**, proving that a sequel can be far superior than the original.

- ★ New Entry
- ▲ Climber
- ◆ Non mover
- ▼ Faller
- ★ Re-entry

Turn to page 32
for our specially
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specific charts

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This week in Street Talk we go to Software Circus in The Plaza, Oxford Street to get the facts and the low down on what's happening on the streets of the Capital. This week London, next week who knows and will you be there?

STREET TALK



Claire (18)

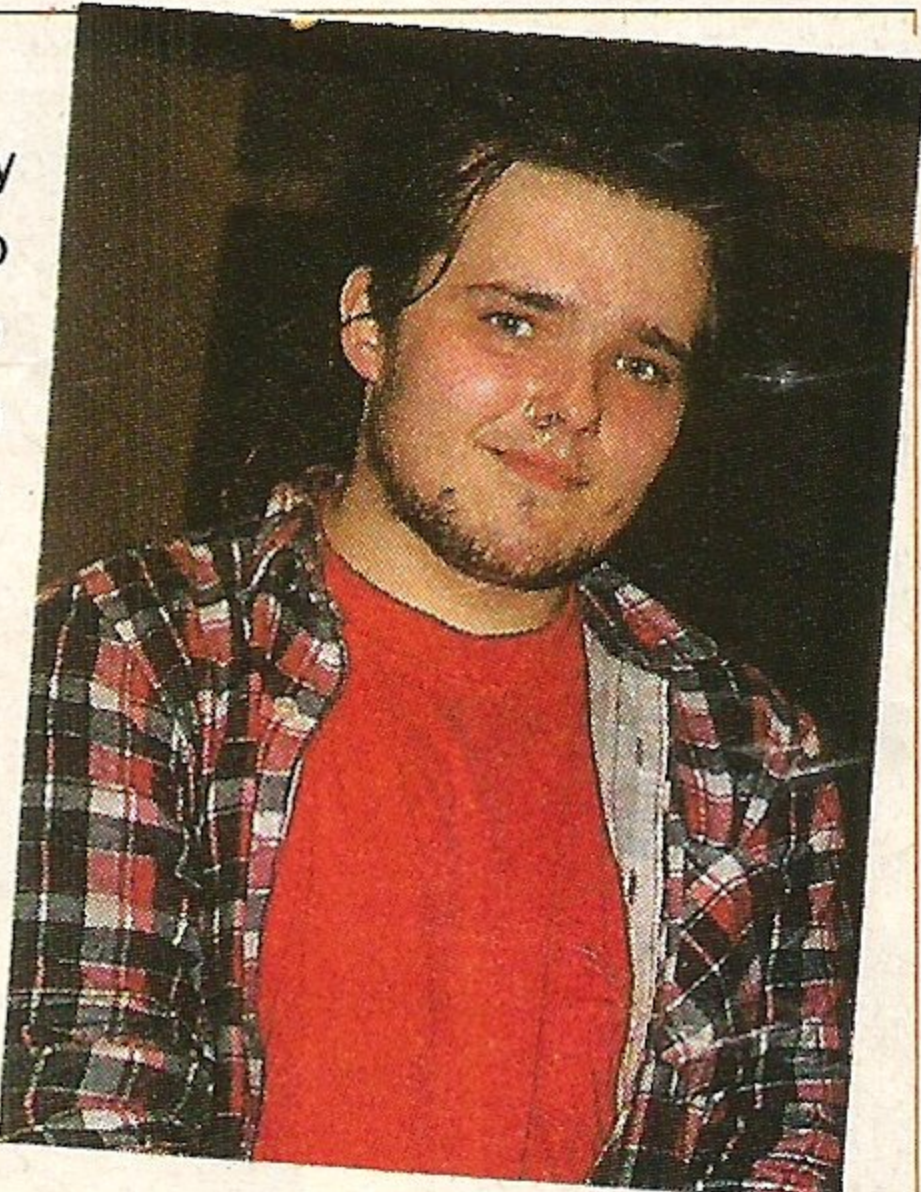
Lemmings has got me well and truly hooked at the moment. Have you ever played it? It's totally addictive – how about a Player's Guide on it sometime? I haven't got a computer of my own but my boyfriend lets me use his (fnar, fnar!).

I was given a Game Boy for Christmas. I do keep meaning to buy another game for it but I keep going back to playing Tetris. Spare time? I don't have any at the moment I'm studying for my 'A' levels – great fun!



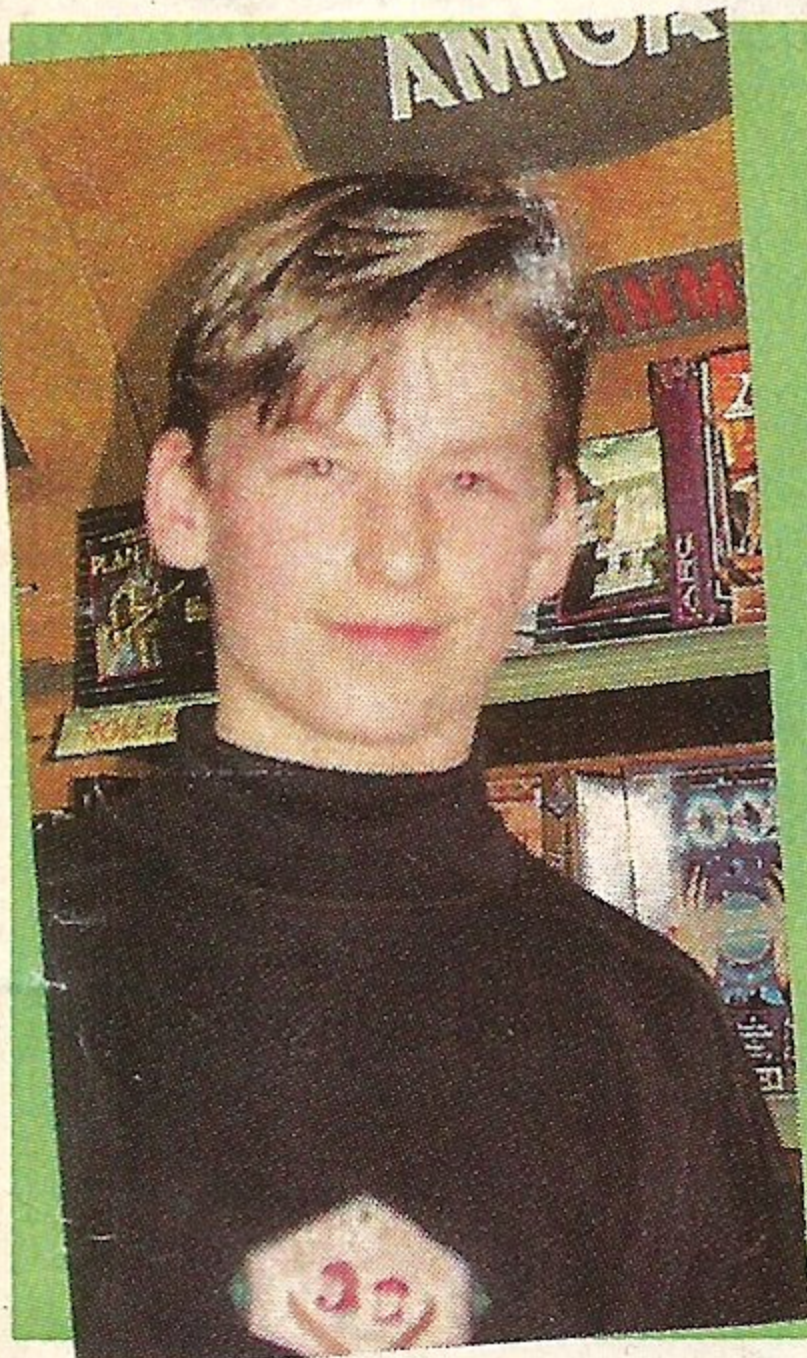
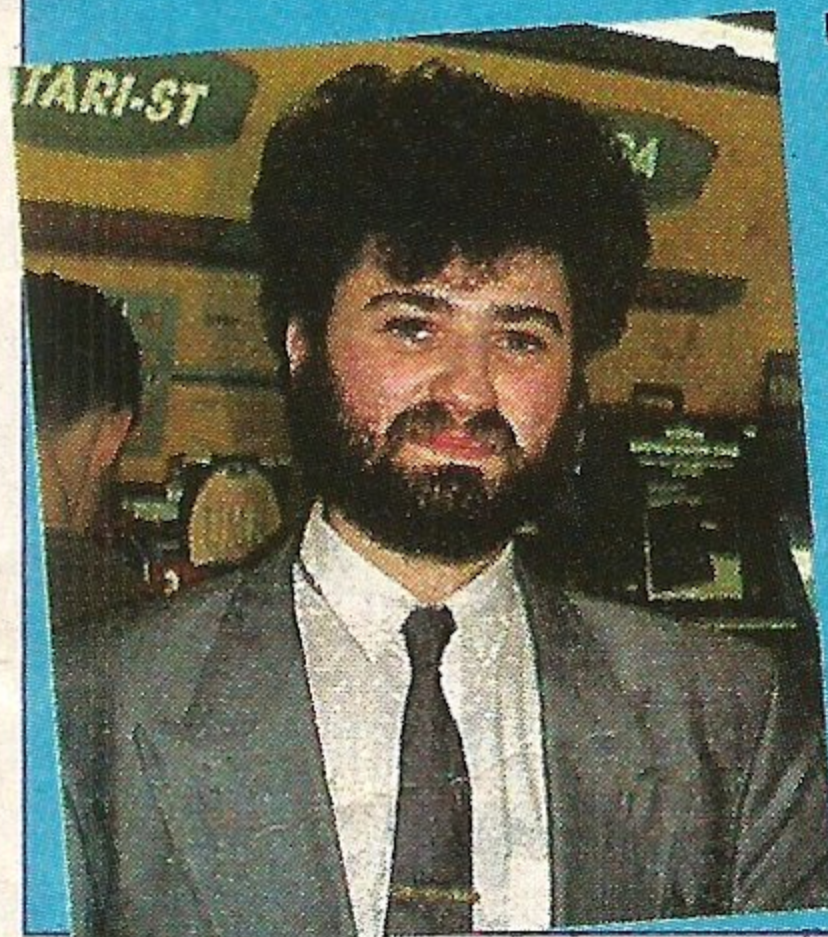
Simon (23)

I've just recently got a Nintendo and I'm well into Mario Bros. Can you give me any cheat tips 'cause I'm trying to suss it out. I've been a video game junkie for yonks. G-LOC must rate as my all time fave as it's really good value for money, but I wouldn't mind a Hard Drivin' machine at home. Call me an aging punk but I am really into the Dead Kennedys in a big way and I'm also a fan of Thrash Metal, you know Metallica and all that stuff. Do I win a prize?



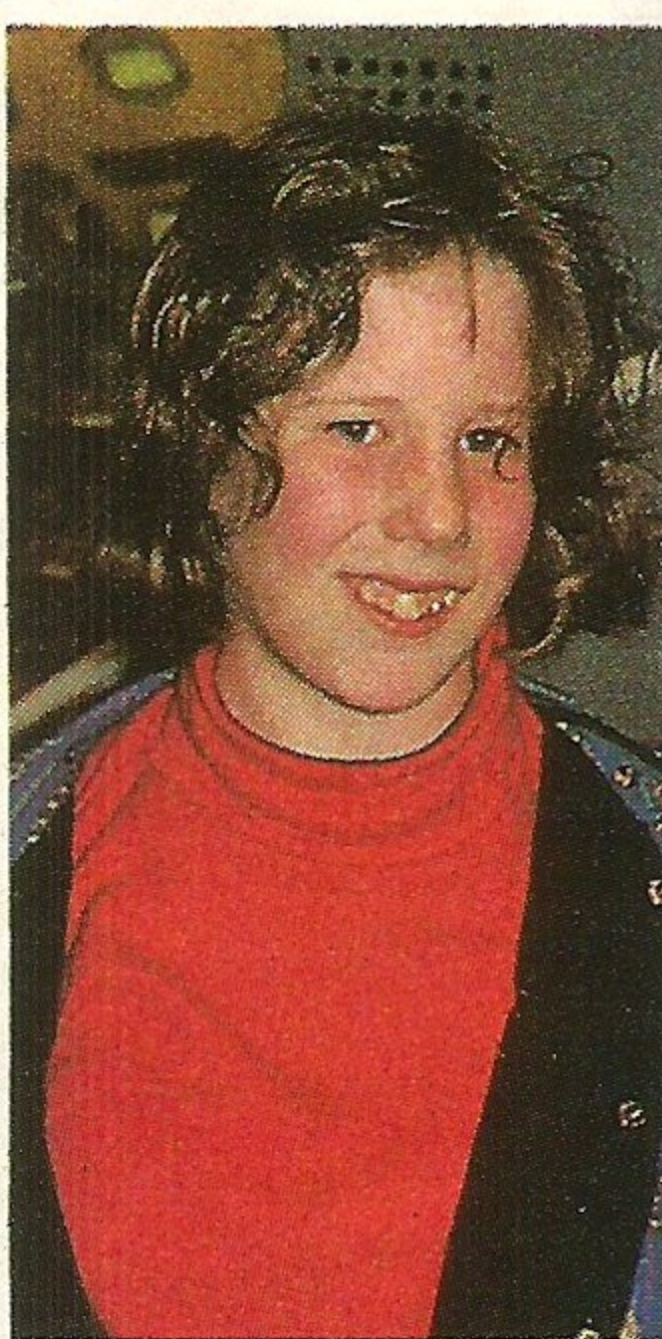
Paul (23)

What do I do? I run a music management company called Right Angle Promotions. What do you mean, you haven't heard of my acts, I've got Ulterior Motive and MC Rebee signed to me. Want to come to one of our raves, give us a ring on 081 958-9323 (thanks for the plug). Oh, I'm also into using my Atari 1040 for playing games. What do I like to get on down to, well you can't beat a decent shoot 'em up like Operation Thunderbolt as it's got plenty of action. Deep down I guess I'm a softie really 'cause I find Rainbow Islands quite sweet.



Chris (16)

I've got an Amiga and at the moment I'm into Golden Axe, but I also like to play Super Cars. Saw the review of Super Cars 2 and that looks really cool. I'll tell you one thing that makes me really sick, it's all those football manager style games 'cause they're crap. In my spare time away from gaming, I enjoy listening to all types of music, easy to please – I hope I am.

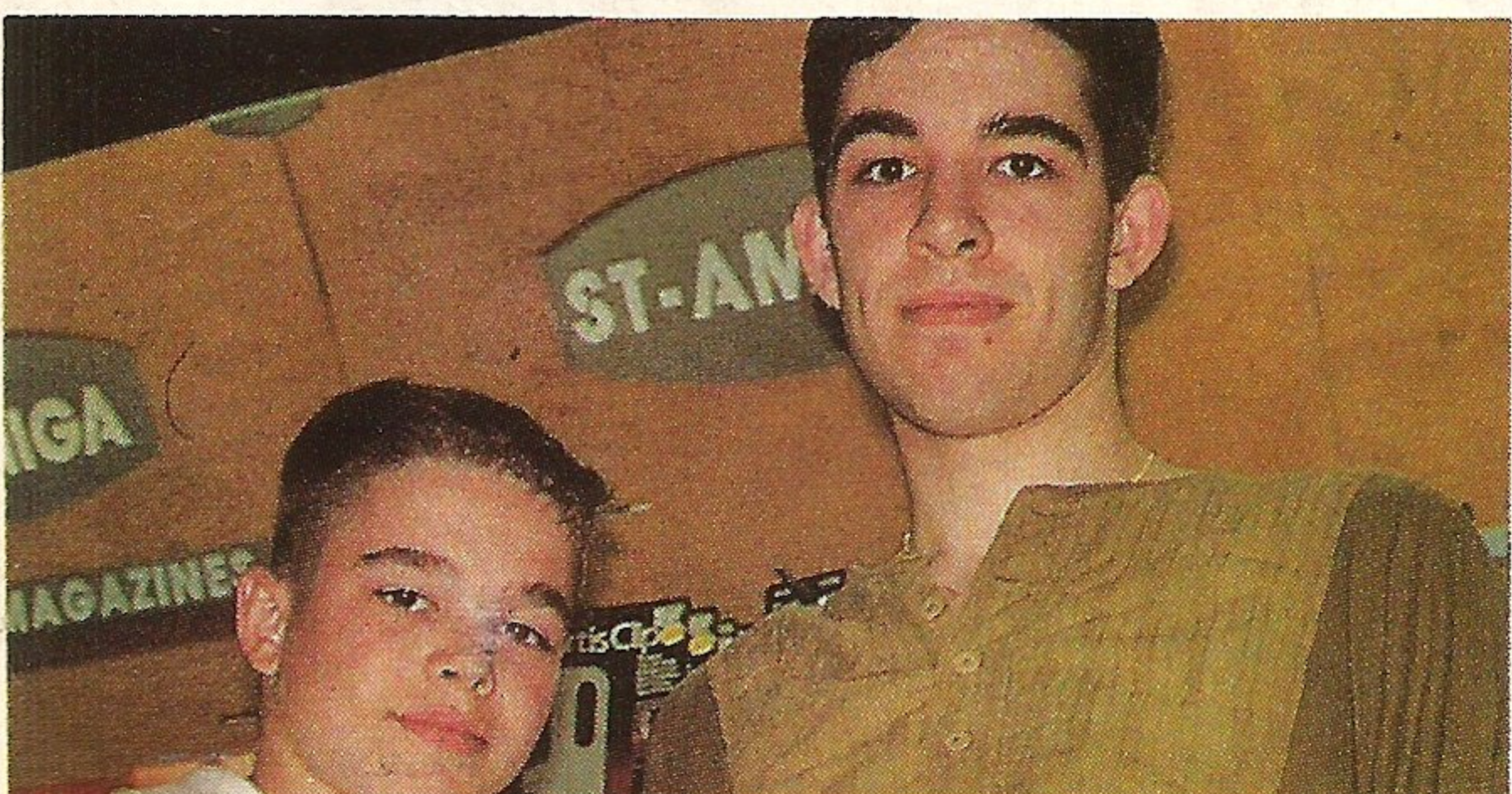
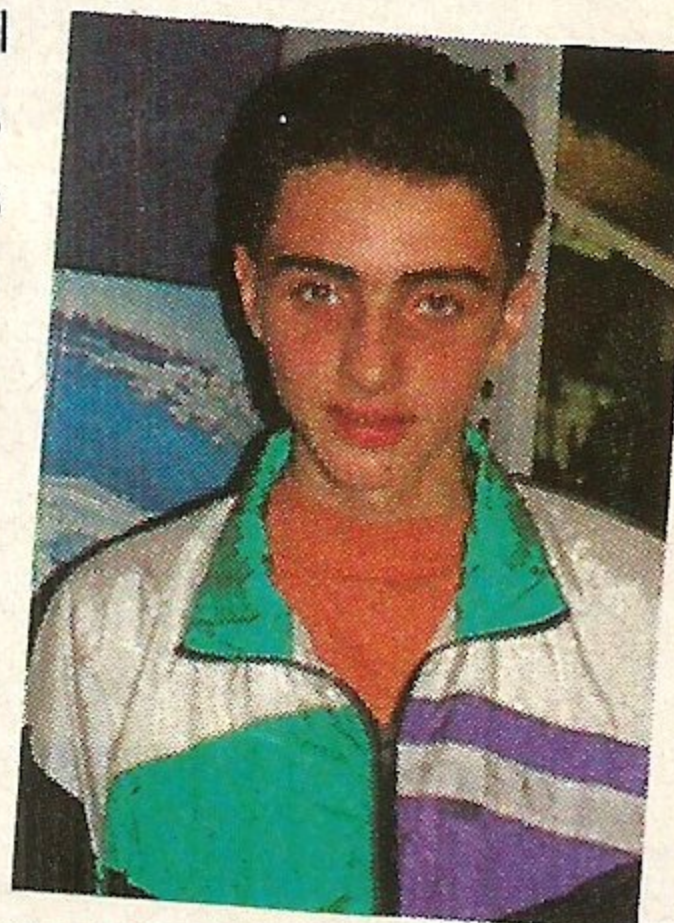


Kara (13)

Hi, what have I got? An Amiga 1500, it's a great machine. My fave game must be (pauses for a mo) Sim City as I really like making cities. I'll tell you one game that was a complete waste of a disk, it was Wicked, it was really boring and I got it from Zero magazine. Music, well I like Vanilla Ice and his songs – he's a good rapper. I don't like Jason Donovan or any stuff from SAW.

Craig (15)

What am I into to? I just lurve to play with my Sega Mega Drive which I got last year. Mickey Mouse and John Madden's Football are my fave games and Last Battle is the worst 'cause it's really rubbish. I'm into Rap, you know stuff from Vanilla Ice and MC Hammer, anything that good.



Barry (14) (above left) and Karl (20) (above right)

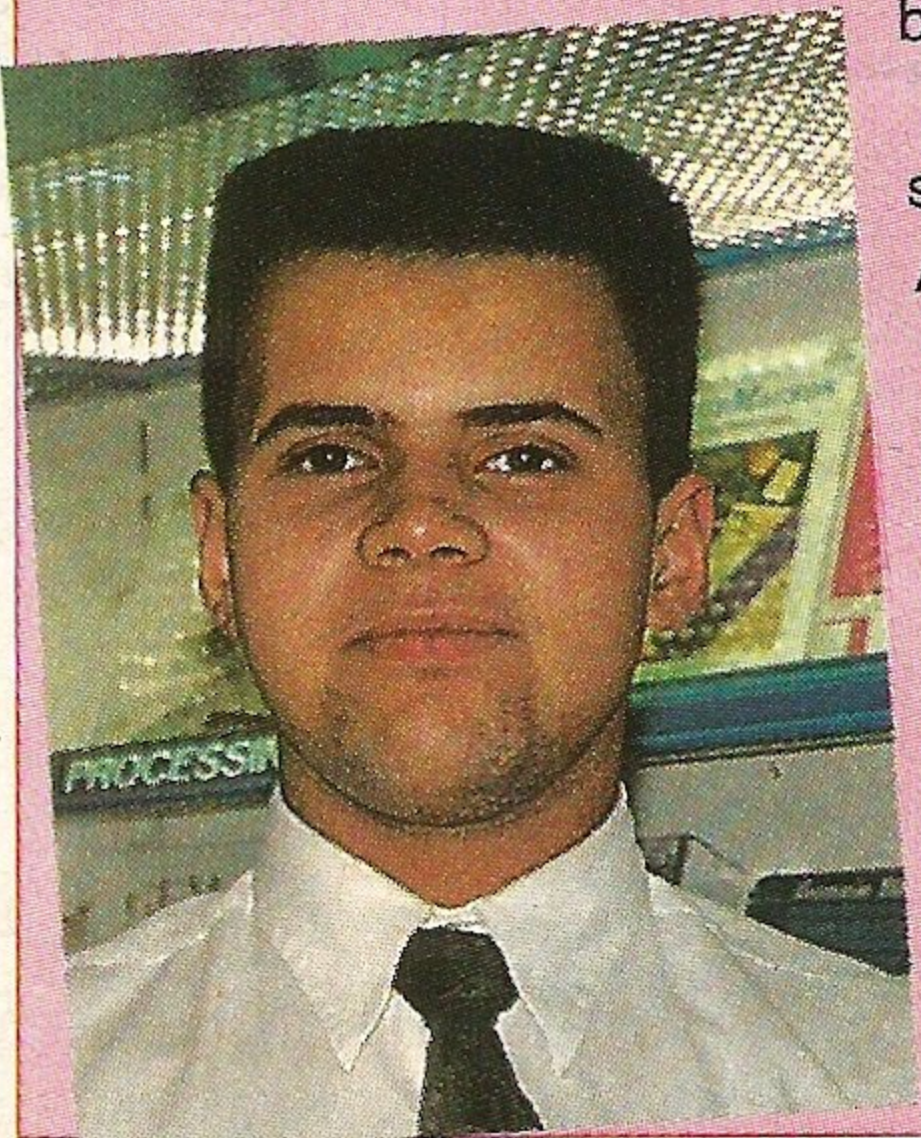
I'm Barry and he's my brother, a bit like the Krays (only joking). I've got a Sega Master System and just can't get enough of Wonderboy, but you can keep Hang On it's really dreadful. Tell you what I'm listening to at the moment some heavy rap from Ice Cube and Public Enemy.

Karl, that's Karl with a K alright. What do I do for a living, I'm an accountant, when I'm not cooking the books I like to use my 1040 STE to do some serious stuff like using C-Lab with a Yamaha SY220 to produce some funky sounds.

SHOP TALK

Mark (the manager)

People of all ages come into the store, from 10 year olds right up to middle aged businessmen. Our customers are mainly blokes, but we are finding more females are starting to buy games.



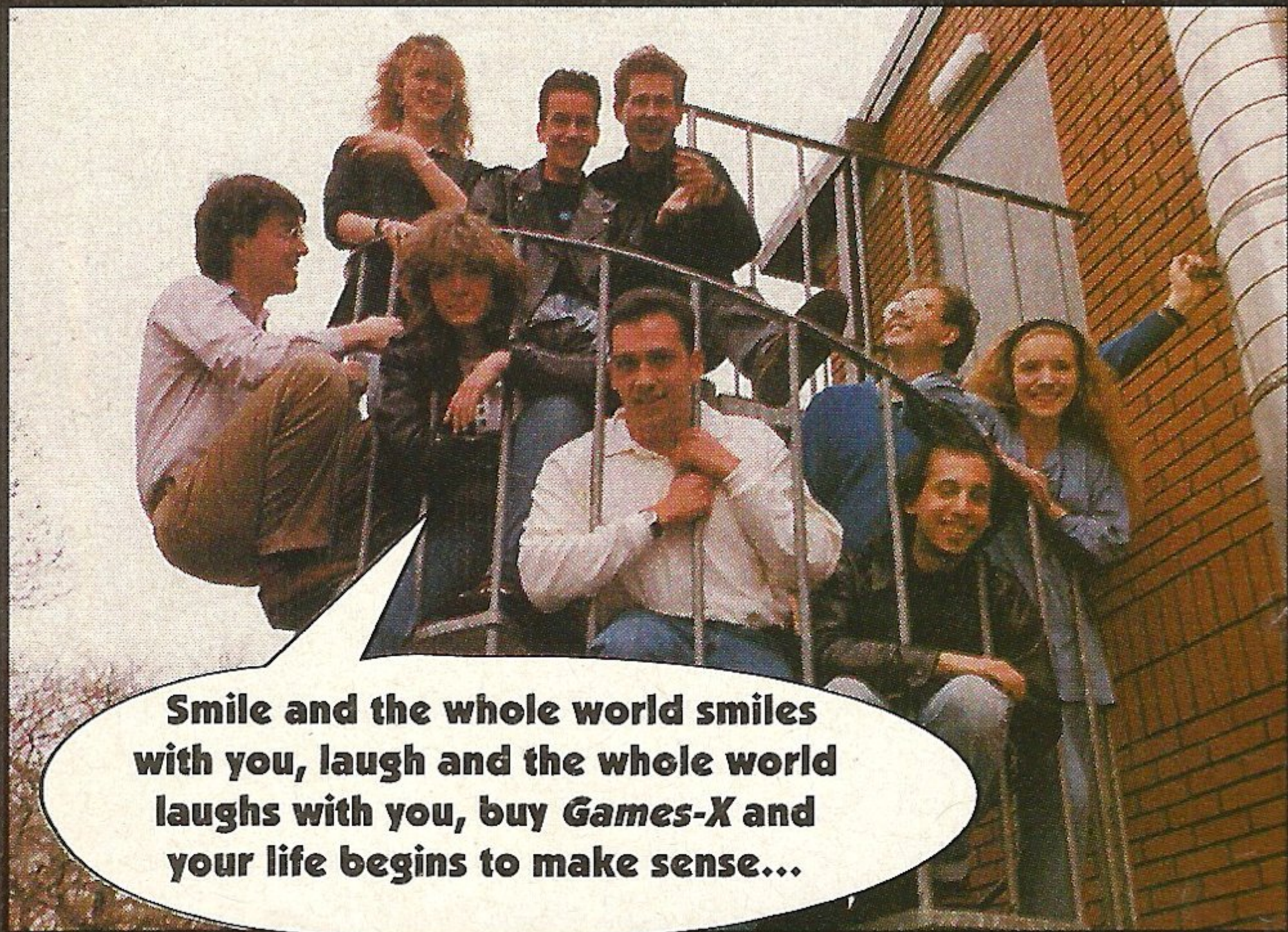
At the moment, we're selling IBM much more than Amiga or ST. We've got Sega and we're looking at Nintendo, but I don't think we will stock it. I guess we'll watch and wait to see what happens. Looking towards the future, I think we'll start getting software over directly from the States.

Top 5 Amiga

- 1Final Whistle
- 2SWIV
- 3Speedball 2
- 4Lemmings
- 5 ..Kings Quest pack

Top 5 ST

- 1Kick Off 2
- 2F-19 Stealth
- 3Speedball 2
- 4UMS 2
- 5Heros Quest



Smile and the whole world smiles with you, laugh and the whole world laughs with you, buy *Games-X* and your life begins to make sense...

GAMES-XPOSED

It's official – Hugh Gollner reveals all

So Hugh, tell us why should people read *Games-X*?

Oh where shall I begin? *Games-X* is the only mag featuring the official Gallup Weekly Software Charts. We have the latest most up to date news and reviews from around the world. Our reporters cover the whole planet from Manchester to Tokyo. If anything happens in the games world, I can guarantee that *Games-X* will be on the case before anyone else.

What else are you proud of?

We are first with games reviews and each one gives the facts about the game and not just waffle. We say what we mean and give it like it is! It's also the policy of *Games-X* to include details on all the people behind the game – programmers, artists and so on. It's about time that these people got a mention.

Why is *Games-X* only 60p?

It's important to offer readers real value for money. As publisher I am committed to only offering top quality magazines at the best possible prices.

A bit like Del Boy from *Only Fools and Horses*?

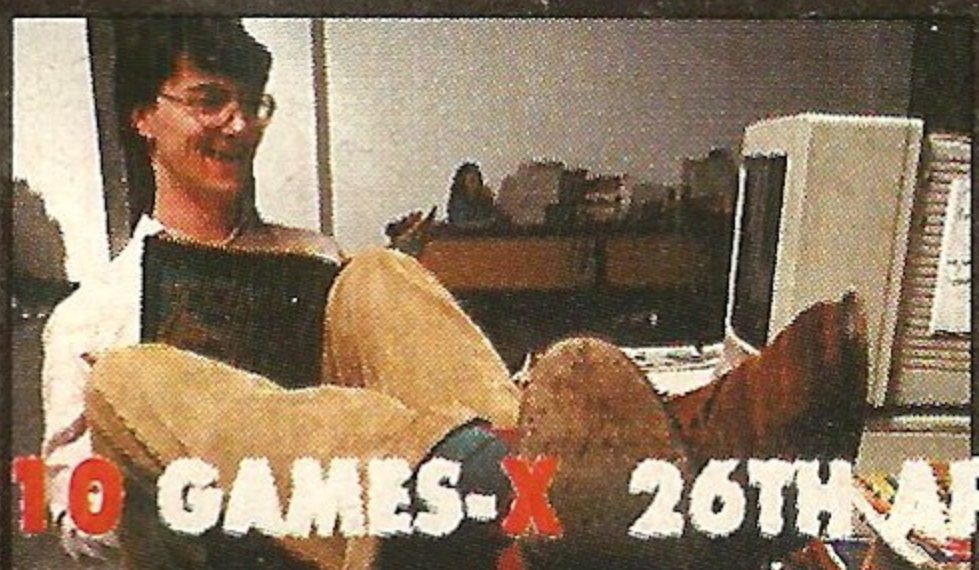
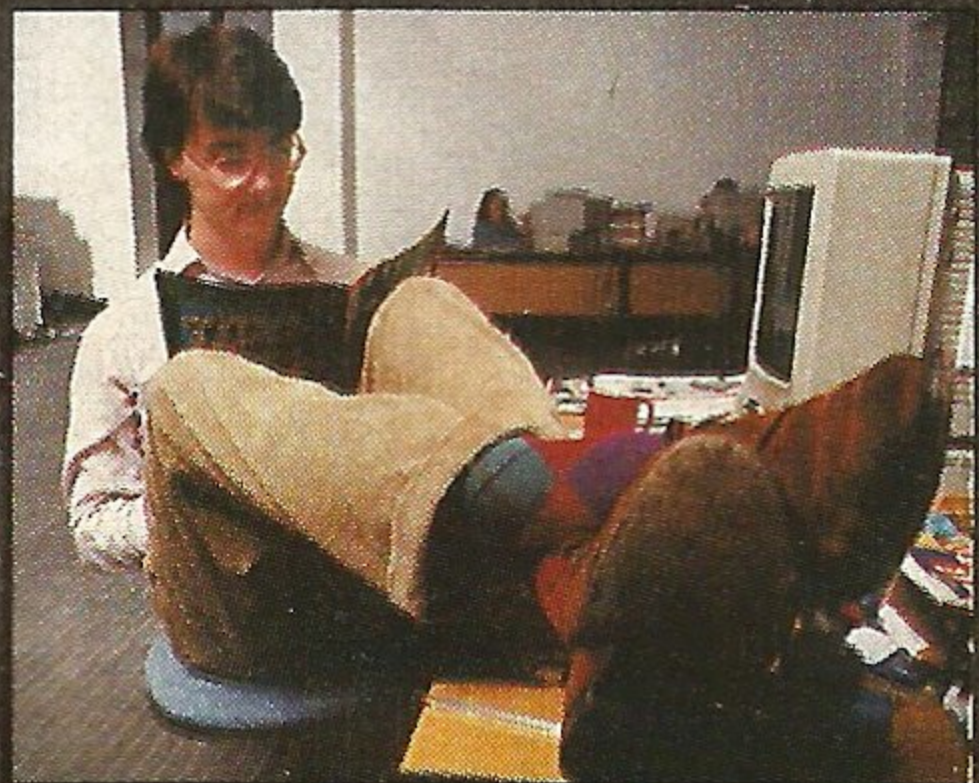
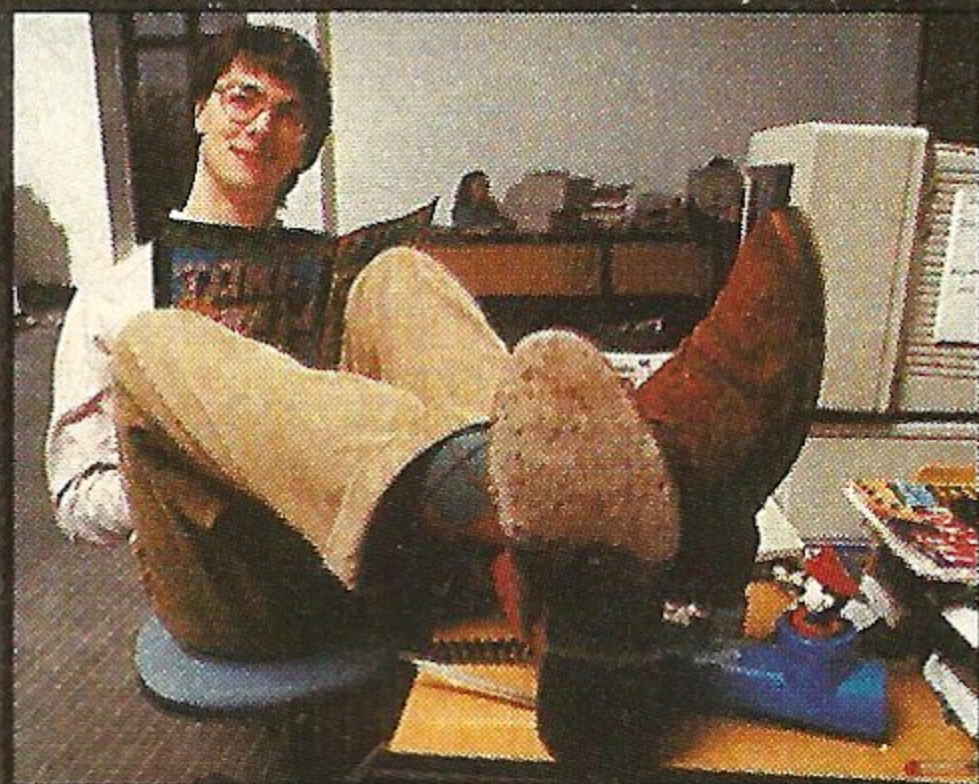
Not quite, but it's important to treat readers with respect, which is why we want to hear from them. That's why we have X-it our letters page every week to fill with readers' letters. Anyone can write in about... well, about anything they wish to voice their opinions on.

Most mags have a hints and tips page, what is *Games-X* gonna be doing?

If our readers are having any problems, and I do mean, ANY PROBLEMS, a letter to Dr X will be the answer to their prayers. We've also got the usual hints and tips in Tip-X and player's guides.

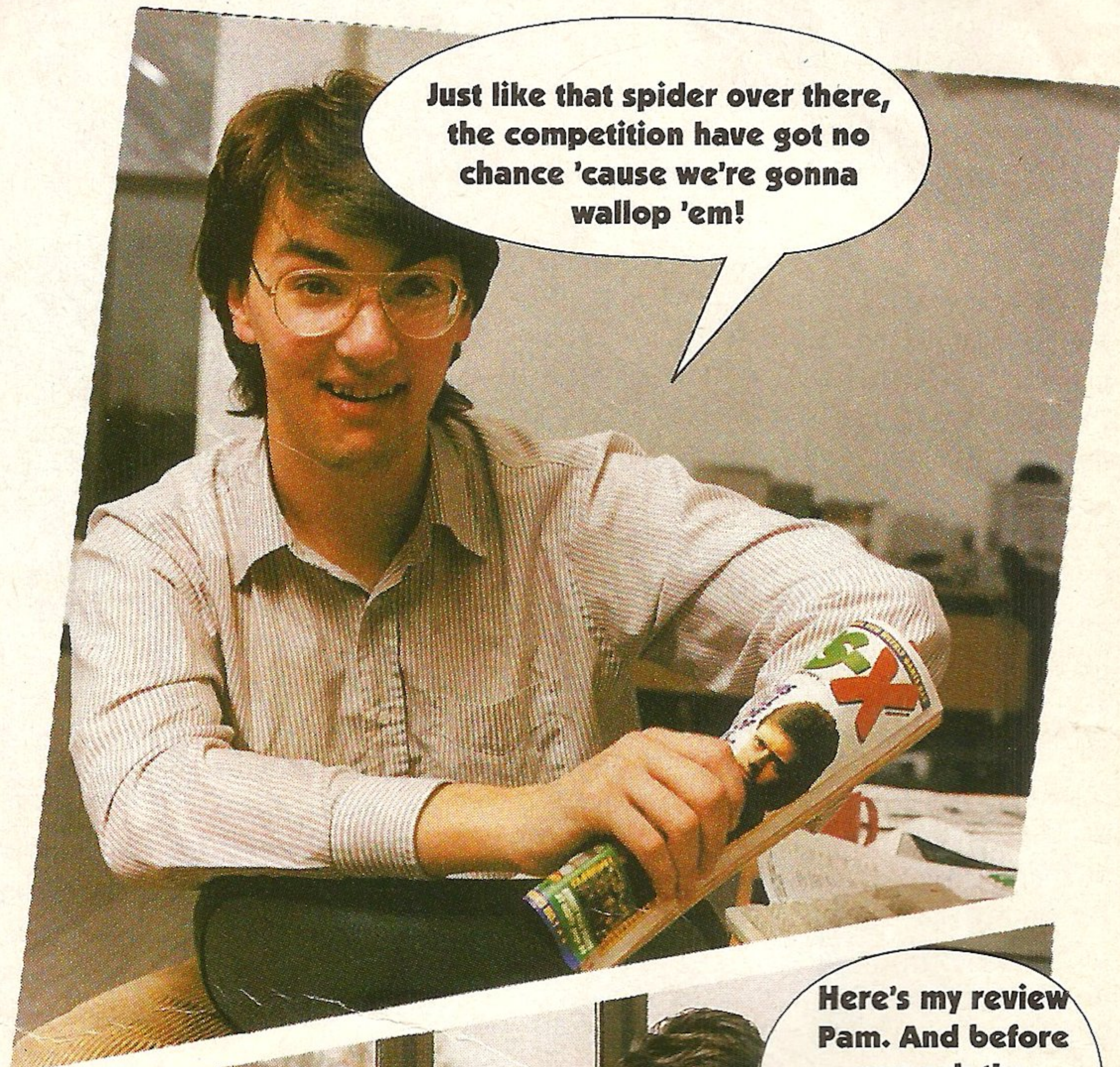
What about your use of technology?

We will be using the very latest technology, enabling us to 'grab' screenshots electronically and then layout finished pages within minutes using Apple Mac DTP systems. This means that even if a new game comes into our offices a few hours before the magazine is due at the printers we can still put it into the mag. Additionally, these electronic grabs enable us to do joined screenshots, sprite cut-outs and other goodies making our layouts the best around.

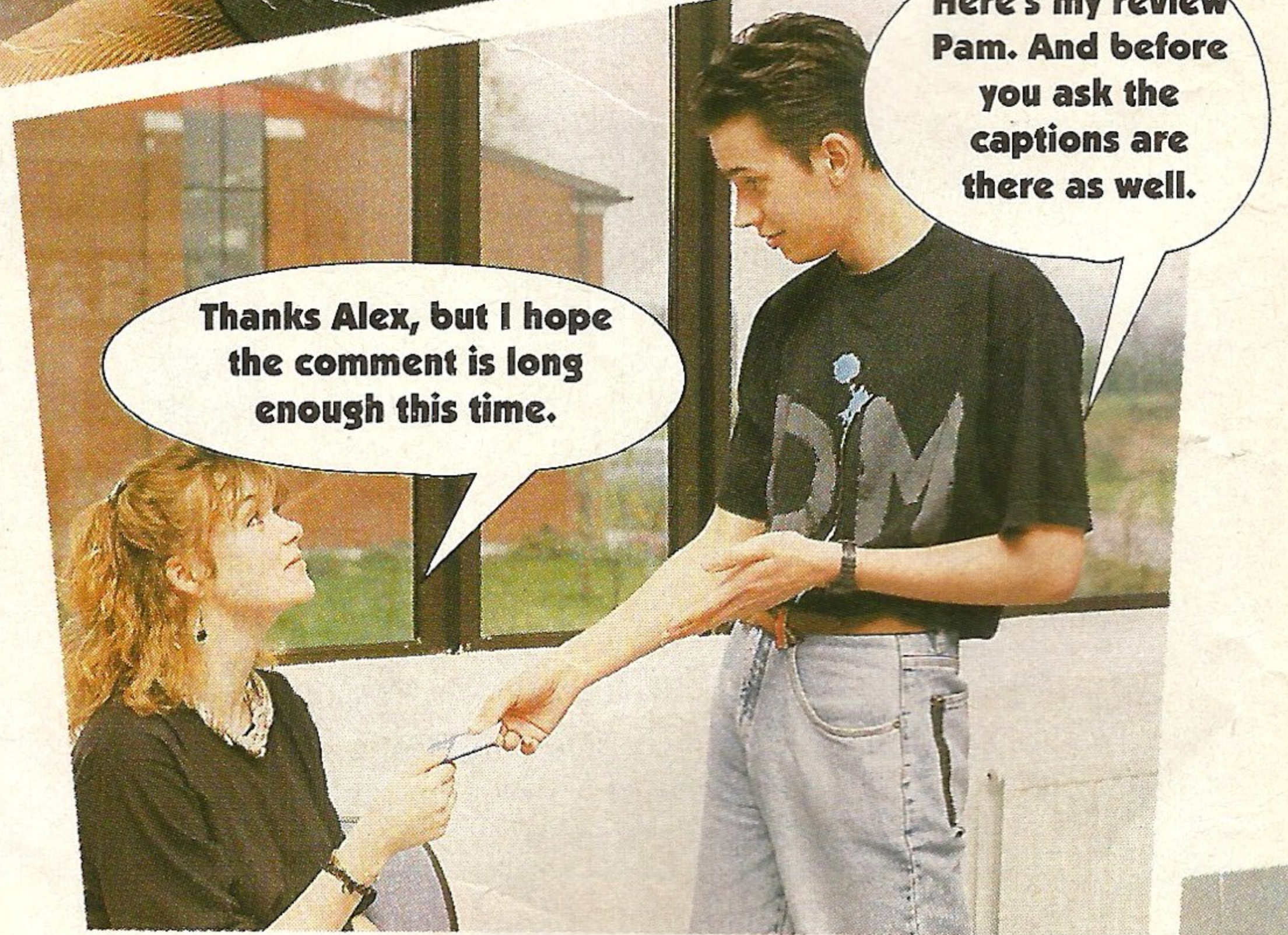


10 GAMES-X 26TH APRIL-2ND MAY 1991

HOW GA



Just like that spider over there, the competition have got no chance 'cause we're gonna wallop 'em!



Here's my review Pam. And before you ask the captions are there as well.

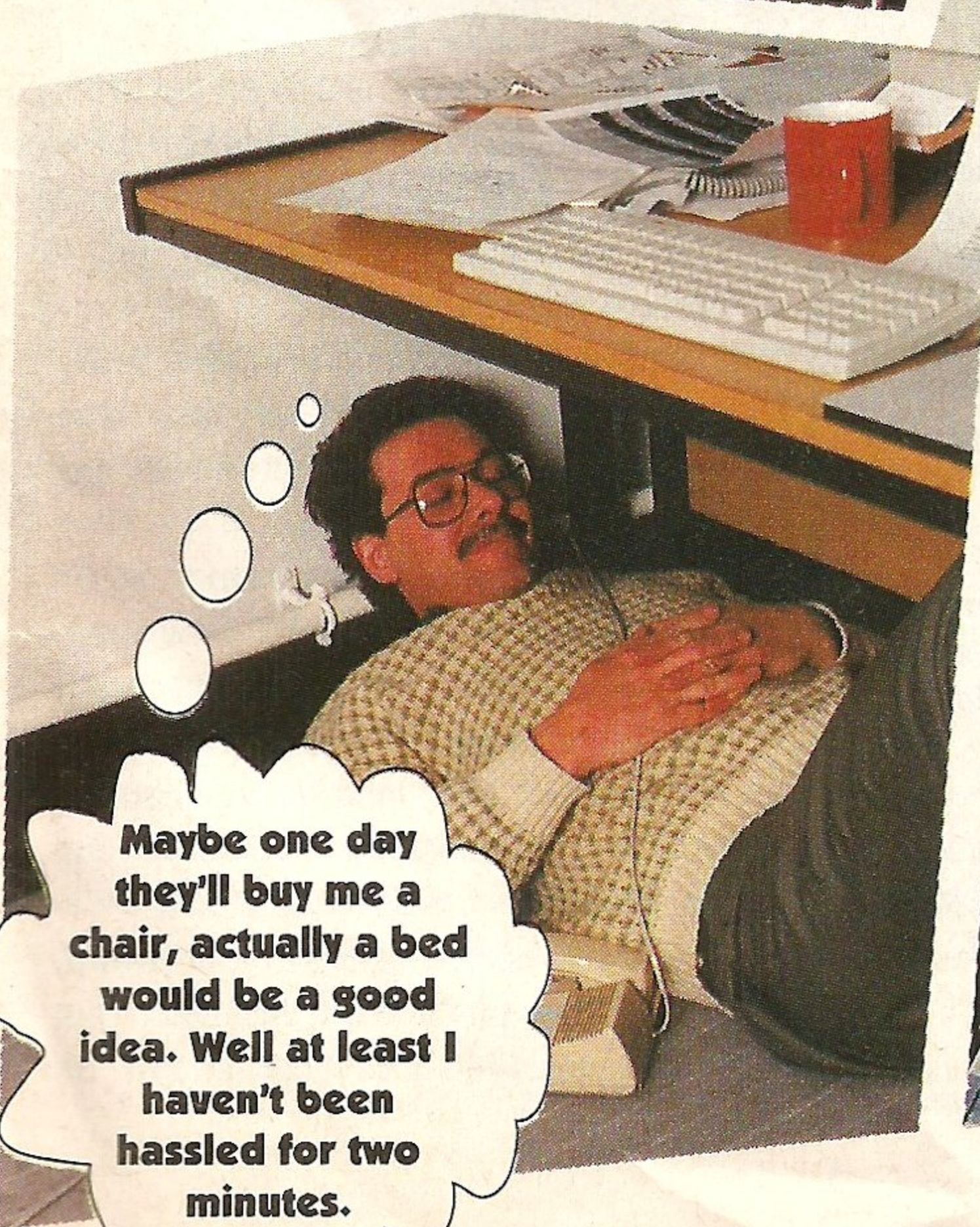
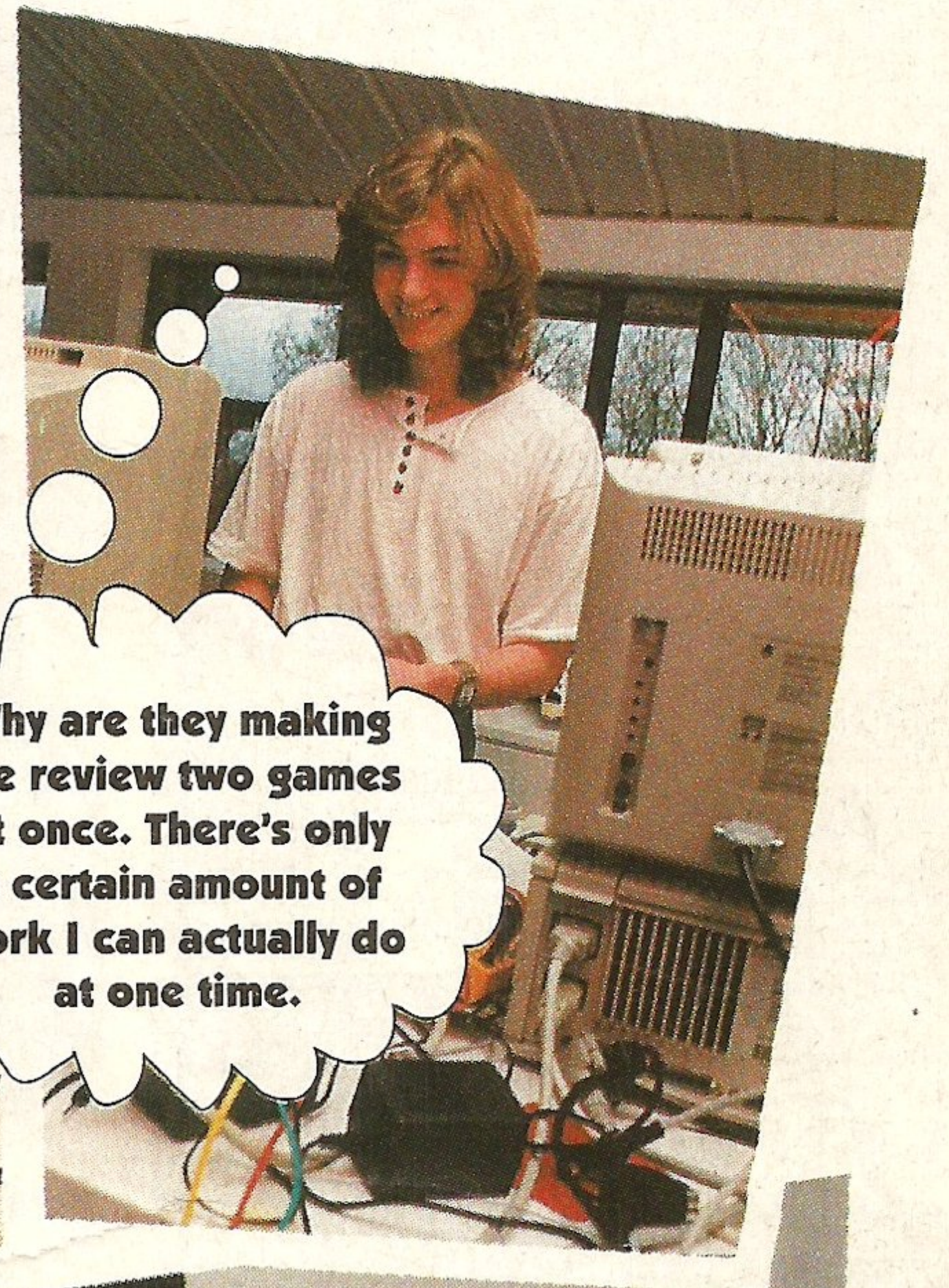
Thanks Alex, but I hope the comment is long enough this time.



How about this one, Steve.

Looks like a good ad for the mag. Yeah, we'll run it if they pay huge amounts of dosh.

the true love story of **GAMES-X** IS CREATED



GAMES-X SCORING SYSTEM EXPLAINED!

It's not difficult but we want to make everything as clear as possible. So sit down and listen carefully as you're talked through the various aspects of the game reviews...

X-RATING: XXXXXX

The higher the rating the better the game

The man whose baseball cap never leaves his head. Maybe he's trying to hide something. He's the mad adventurer of the team.



Alex is totally addicted to the arcade/adventure genre of games. Oh, we mustn't forget to mention Depeche Mode, eh Alex?



Shaun, the man whose car never breaks down! Well at least he's in control when it's a racing game on his machine.



The baby of the team who hasn't quite discovered the art of shaving. He's an adventurer who considers himself a cartographer.



Point John at a shoot 'em-up and you'll lose him for hours. Talking of which, where has he been for the last couple of days?



Gameplay: 18/20
Lastability: 18/20
Presentation: 20/20

Gameplay
How the game actually plays

Lastability
How long you're going to stay at your machine

Presentation
Just how good the sound and graphics really are

RELEASE INFO

C64 £11.99 Now
Atari ST £24.99 Now

What machine the game's available for, how much it costs and when it's out. The one in red is the format we reviewed. The 'c' means cassette and the 'd' stands for disk

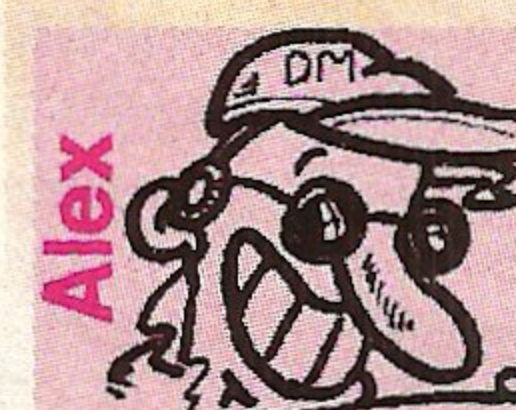
Having rounded a sharp corner, you are confronted by small but aggressive Fimir. Avoid his mace tail at all costs



The spell lists are divided into each of the four elements. The fire spells include the likes of wrath of fire and the ever popular fireball, whereas the water spells are used for defensive purposes such as healing



HEROQUEST



Dare you enter the dank caverns of the evil sorcerer, Morcar and search through the depths of his dungeons while he awaits you in his underground lair? Yeah, of course you do – get in there and work that magic of yours, but be careful!

HeroQuest was conceived two years ago by Games Workshop, the producer of Warhammer and Blood Bowl. It was heavily influenced by TSR's Dungeons and Dragons. HeroQuest was then signed over to MB Games for release.

The 3D board-game has lots of rooms to be explored to uncover treasure, and numerous evil creatures to battle with. Gremlin has made the conversion from the board-game to the various computer formats and judging by its past huge successes including Lotus and Supercars 2, HeroQuest should be another hit title.

There were two possible directions Gremlin could go with HeroQuest: make an ordinary Dungeon Master clone and slap the HeroQuest label on it? Or base it around the best selling game of '89?

ACTION REPLAY

The company opted for the latter, and included all the quests found in the original board-game. Minor details were changed so players of the MB game couldn't cheat by consulting the manual.

There's the choice to play one of four characters: the barbarian, the dwarf, the elf and finally the wizard. The barbarian is a mighty warrior from the

Borderlands. His skill in hand-to-hand combat is unmatched, although his magical ability is non-existent.

The wizard however, is extremely adept at casting spells, but he wouldn't know one end of a sword from the other. A compromise of the two is found in the elf. He is equally good at both combat and magic. Finally comes the dwarf, a fearless warrior who is an expert at spotting traps and secret doors.

The original HeroQuest used dice to determine the outcome of movement and the result of combat. The computer game uses a pixelised representation of two dice with shields and skulls emblazoned on them to determine the outcome of the fighting.

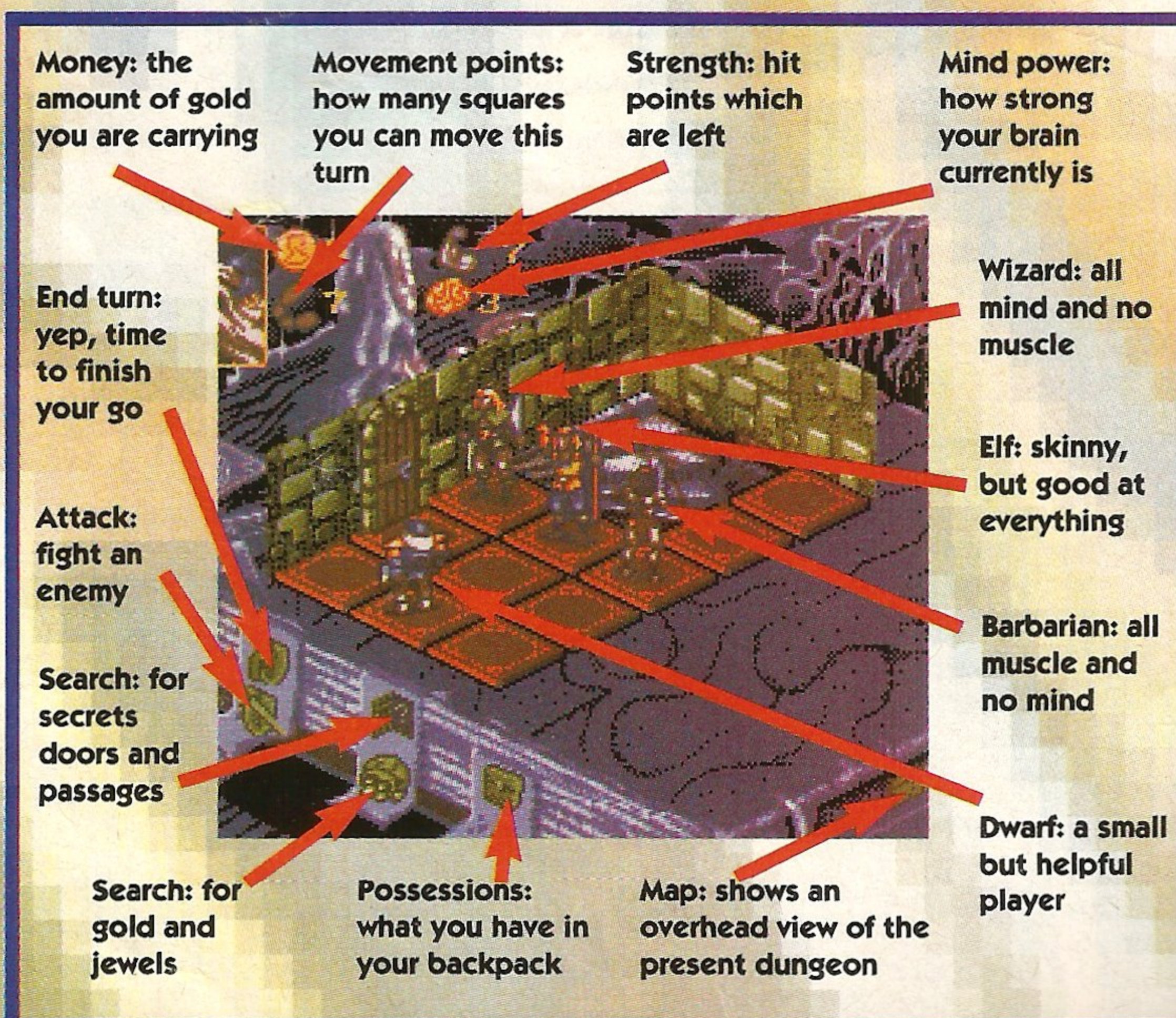
TOSS THE COIN

Movement however, is carried out using a coin. The first click of the mouse spins the coin on its side, where as the next click will stop the sovereign on a random number.

During your turn you have to move around and search. Your task also includes entering into combat with any creatures you may meet.

If you move into a room which hasn't been explored previously, anything inside will be immediately revealed – unless, of course the objects are hidden. This means any goblins, orcs or other baddies will be shown and you'll be given the option to attack.

If you decide to draw your sword, the rest of the screen will black out leaving just you and your enemy on



MAKING YOUR WAY THROUGH THE DANK, DINGY DUNGEONS



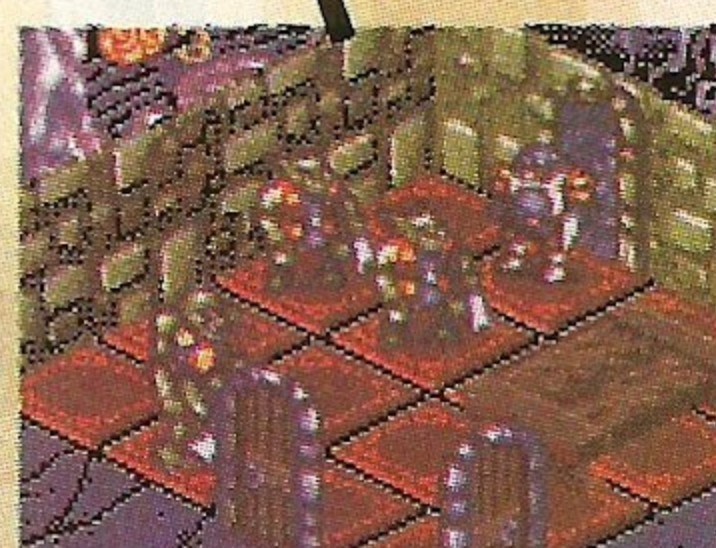
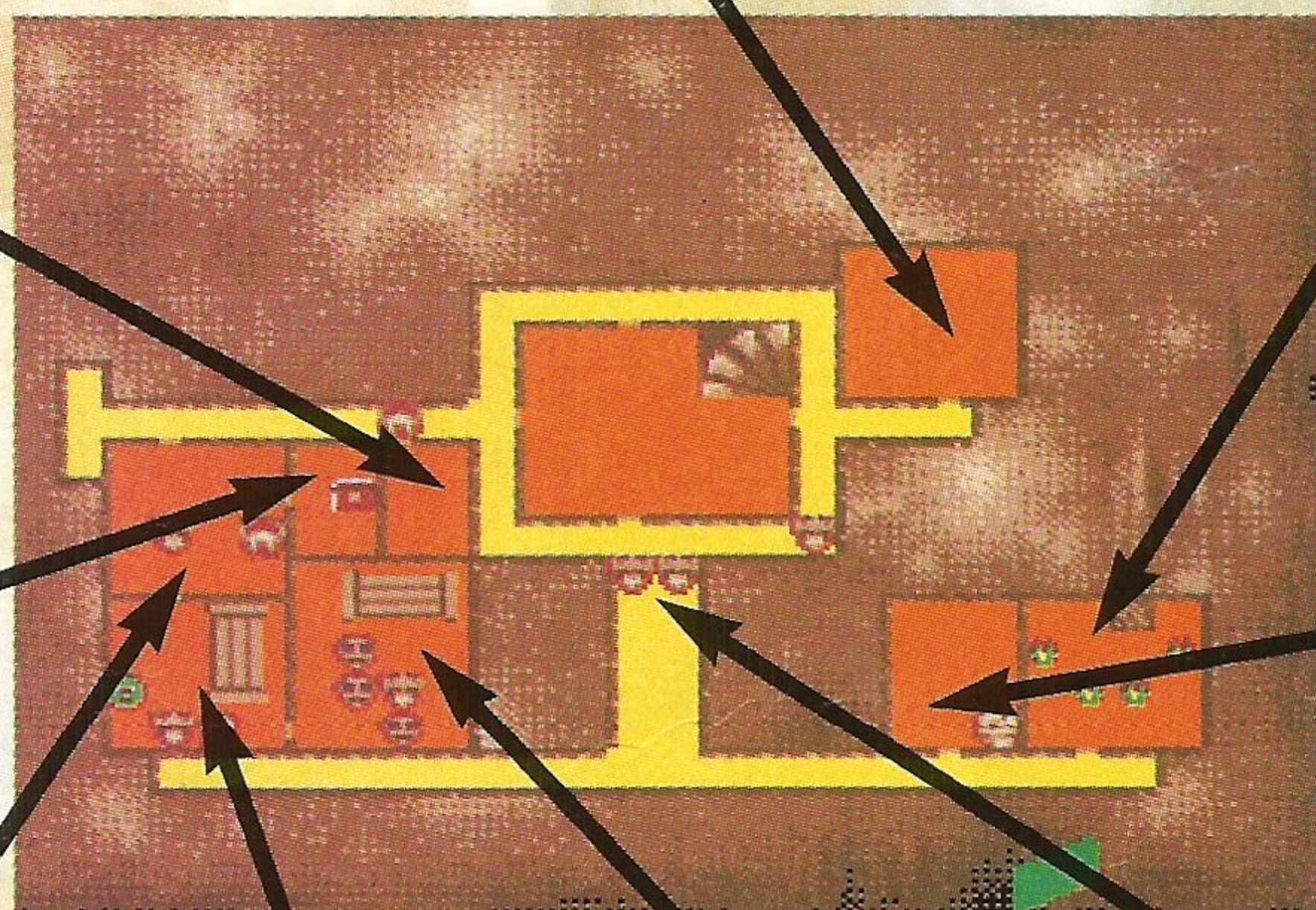
Take a rest from battling the horde in a small, quiet room



Behold, a huge treasure chest filled with gold



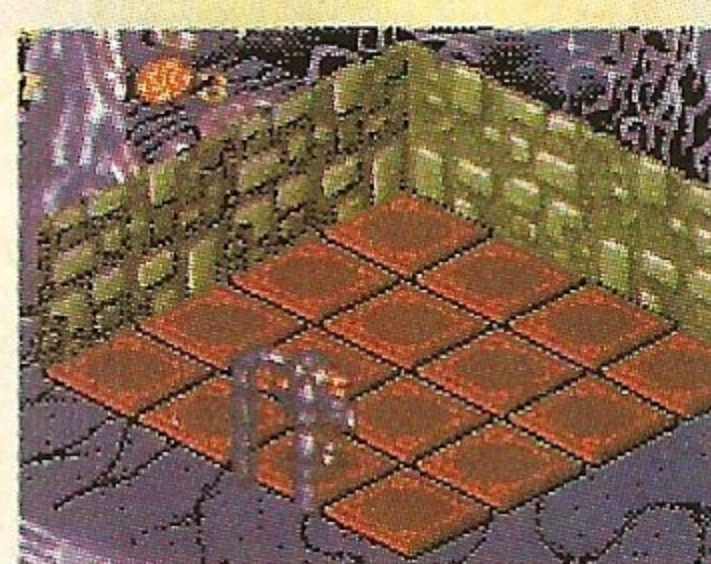
Watch out! You come up against one tough chaos warrior



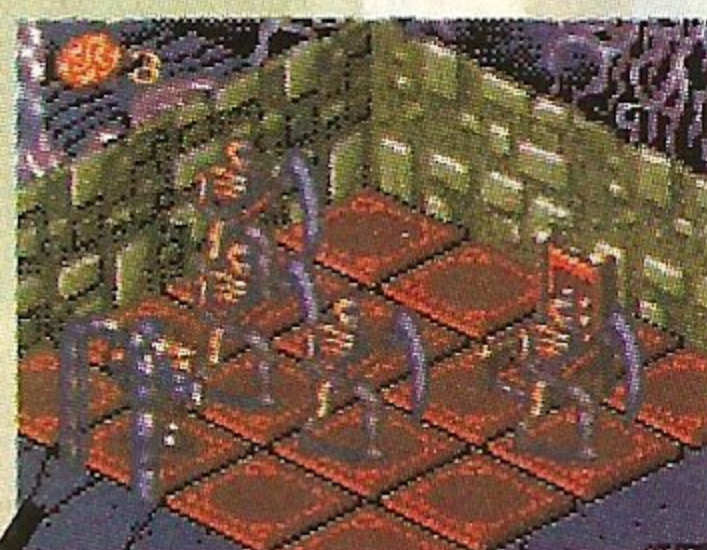
With rooms guarded rooms like this, can you make it to the end



Yet another room that is heavily protected by goblins



Having jumped into the room, you are relieved to see it is empty



From the grave come four skeletons using scythes



Only one mummy to cope with here



You burst out of a room and into the midst of some goblins – oh no!

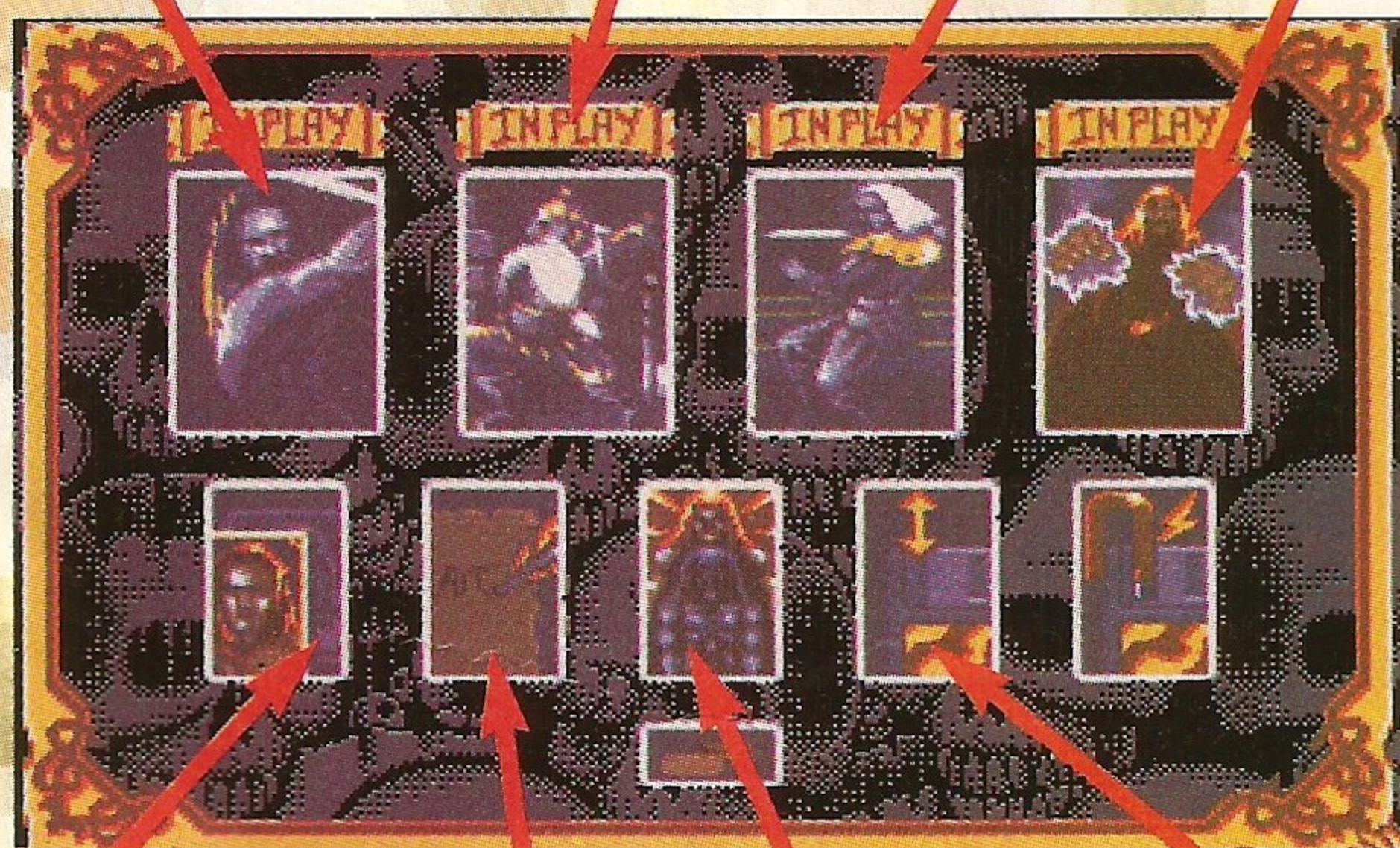
WHO ARE YOU GONNA BE?

Barbarian: a strong character unequalled in combat

Dwarf: a stout little man, good at disarming traps

Elf: warrior and general all round good guy

Wizard: expert of mind and magic



Select: choose the character currently highlighted

Name: give the chosen one a name of your choice

Renew Character: restore a character killed in a previous quest

Restore/save: save or renew a specific group or player

screen. The result of the fight is worked out by taking into account both your skills and a roll of the dice. The object is to roll as many skulls as possible, and outnumber the amount of shields your opponent gets.

The difference between the number of shields and skulls gives the hit points the defender takes. If your enemy manages to survive, he will begin his attack, this time you will be hoping to roll more shields than he rolls skulls.

There are over ten different quests

in all, and even though Gremlin has followed the rest of the game very closely, it has designed new rooms for you to explore. So the tasks may vary slightly from the board-game.

HeroQuest also has a save option to allow you to keep any weaponry or gold from past adventures.

In addition, Gremlin has already started on the expansion disks which have been released for the board-game. These will offer new rooms for exploration and more bounty to grab.

CREATURE CAVERN



Goblin: although small, these feisty fellows pack a powerful punch



Fimir: slow but very powerful



Chaos Warrior: protected by armour, this warrior wields a deadly axe



Orc Lord: large and powerful creature, stay away if possible



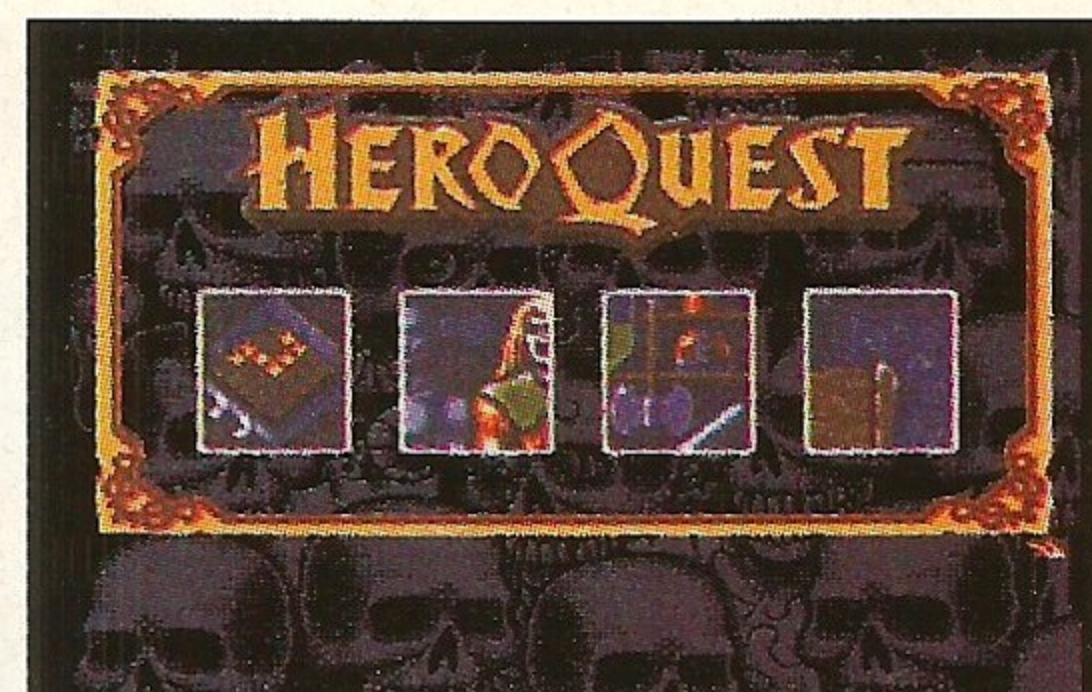
Orc: smaller than the warlord, but a bigger brother of the goblin



Skeleton: this undead creature tries to slice you apart with his scythe



Mummy: wrapped in rags millions of years old, the mummy stumbles toward you going straight for the jugular



FACT FILE

Software House: Gremlin
Development team: 221B
Programmer: Michael Hart
Graphics: Jason Wilson
Sound: Barry Leach

Gremlin has certainly made a name for itself in the past year or so, and in my opinion it's the most progressive software house around.

The board-game version of HeroQuest was excellent in helping to introduce beginners to the realms of Dungeons and Dragons. Gremlin's brilliant adaptation manages to recreate the simplicity of the original perfectly, and also includes that spooky and mystical atmosphere as well.

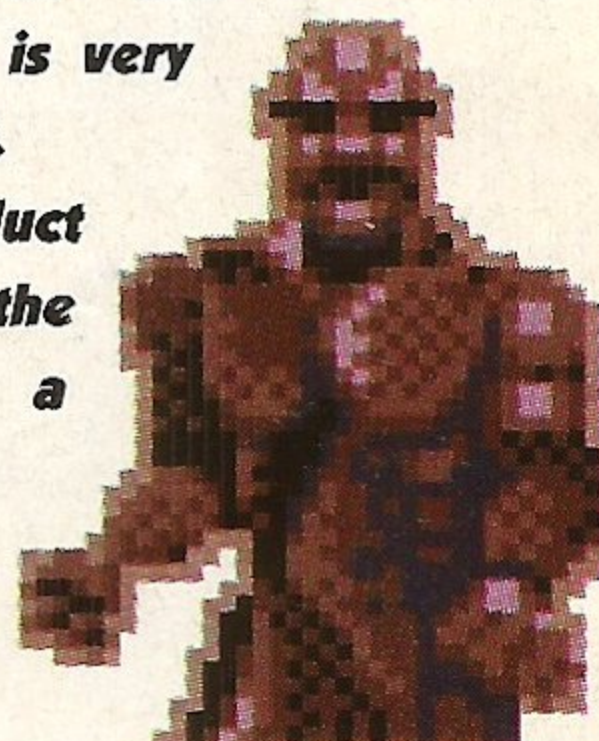
The graphics, like most of the Sheffield-based software house's games, are well-defined and highly-detailed, with some stunning pieces of animation and beautifully drawn backdrops.

The control system is very user friendly – just point to where you want to explore and, providing you have enough movement points, off you go.

As in the board-game, you can spend the money found in previous adventures on items of equipment such as crossbows and armour, but these are lost when your character is killed.

This is when the save/restore icon is very much appreciated.

A strong product based closely on the original, and a really refreshing change to the usual boring role-playing game.



X-RATING: XXXXX

Gameplay: 18/20

Lastability: 16/20

Presentation: 16/20

RELEASE INFO

Amiga	£24.99	May
ST	£24.99	May
Amstrad	£10.99	May
Spectrum	£14.99	May
C64	£10.99	May
	£14.99	May



FACT FILE

Software House: Taito
Development Team : Taito

As with all games on the Famicom, the presentation is of the very highest standard. The graphics on Darius Twin are some of the best I have ever seen outside of an arcade. Likewise the sound effects and music are also quite astounding.

On the title screen you are treated to the dramatic sound of a male voice choir chanting out a doomy melody, and throughout the game the loud thumping



soundtrack really drives the game along, utilising the Famicom's amazing sound capabilities to the full.

The only qualm which I have is not to do with the game at all. It's those bloomin' Super Famicom joypads... they're an absolute pain.

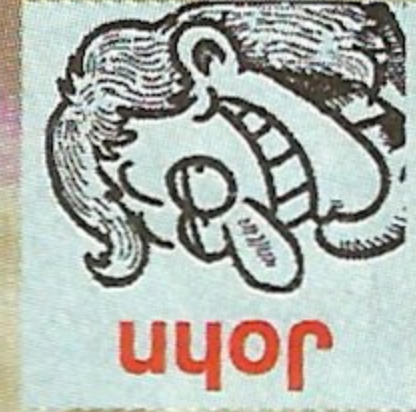
Darius Twin is really is superb! It's thoroughly playable and enjoyable as both a one or two player game and has just the right level of difficulty to make this a good challenge. So if you feel like a bout of underwater destruction this is the game for you.

X-RATING: XXXX

Gameplay 17/20
Presentation 18/20
Lastability 16/20

RELEASE INFO
Super Famicom £39.99 Now

DARIUS TWIN



Genetically mutated aliens are attacking the solar system. Only a brave hero can defeat the hordes of ugly creatures which have invaded from another dimension. Either alone, or as a team the brave warriors must confront the aquatic enemy and restore peace to the universe...

Darius Twin is a horizontally scrolling game of mass destruction for one or two players (hence the name). There are eleven different planets for you to mangle and each has its own guardian protecting it.

Nothing particularly original here, all shooty shooty games have end of level guardians. But so what? It works doesn't it?

The biggest problem with reviewing games on the Super Famicom at the moment is that they're all in Japanese. This makes it just a tad difficult trying to describe any background story!

However, it would appear that your mission is to rid the solar system of a race of strange aliens who have been genetically mutated from normally placid sea creatures into horrific, giant evil monsters.



Yet another aquatic level for you to sink your teeth into. The aliens come in droves and droves

At the beginning of the first level you are blessed merely with a low powered laser weapon and some fairly feeble little plasma bombs with which to attack the enemy.

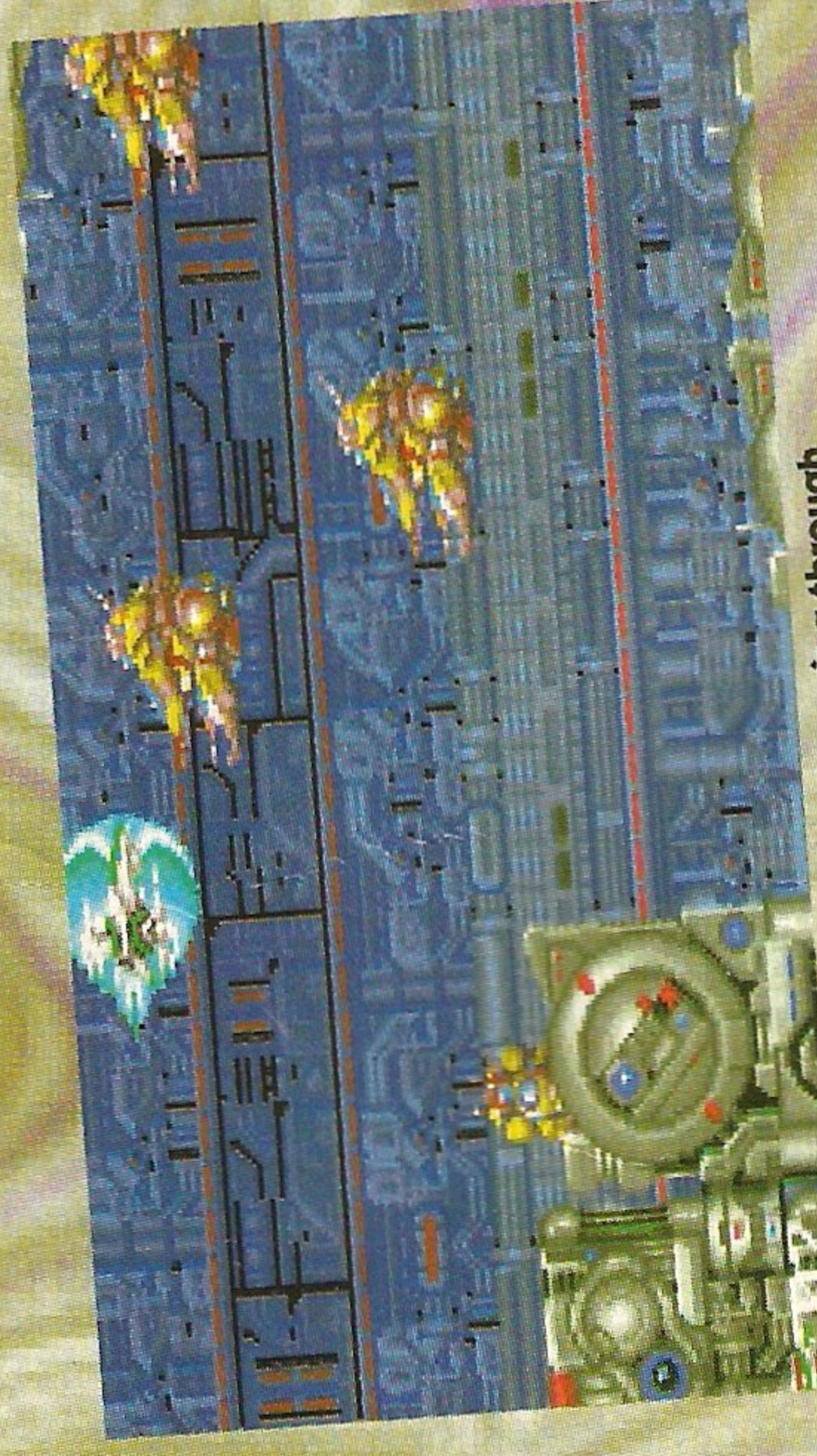
In true blasting game fashion, demolishing waves of enemy craft will result in power-ups being left behind for you to use. These will improve the destructive power of your craft, and also provide you

with shields for protection against enemy fire.

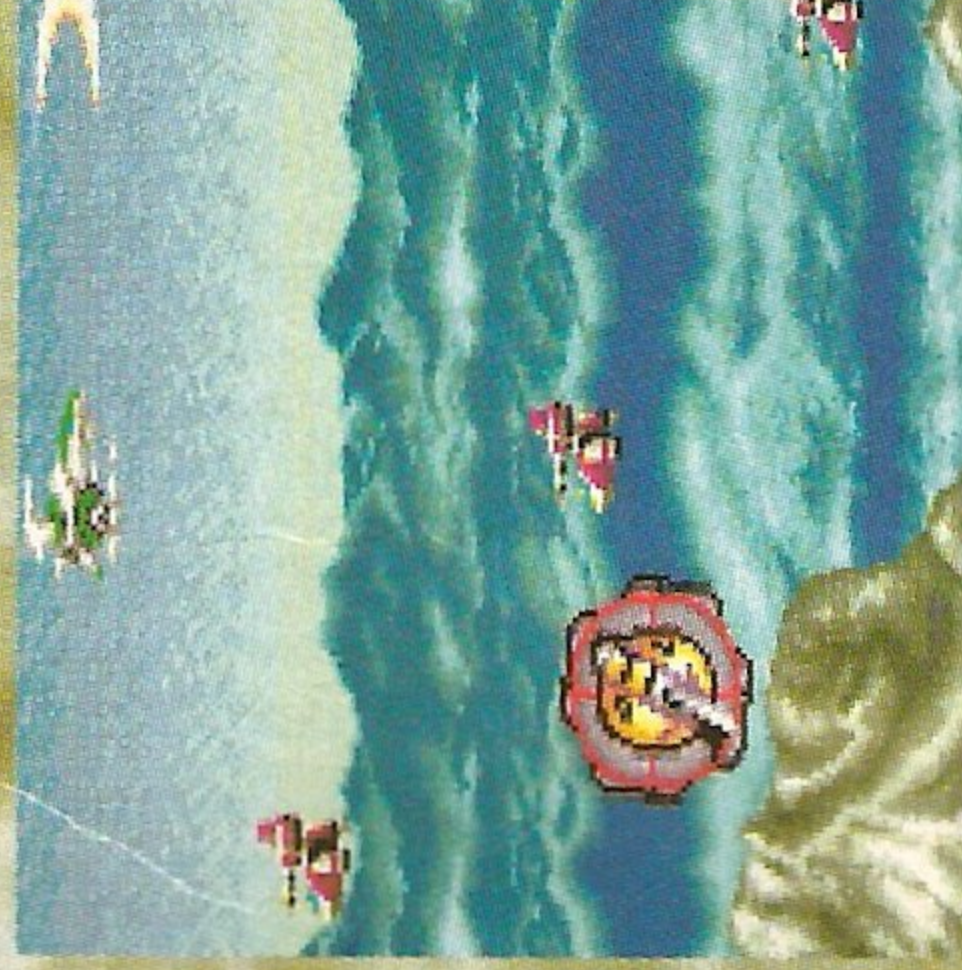
At the beginning of the game, you may experience one or two problems getting past the first waves of aliens. They come in thick and fast and aren't going to take any prisoners. All that will save you are fast reactions and a good trigger finger!

Once you've managed to get a few power-ups though, they don't stand a snowball's chance in hell of getting one over on you! Your ship turns from an insignificant little thing into a projectile of death and destruction (oo-er!).

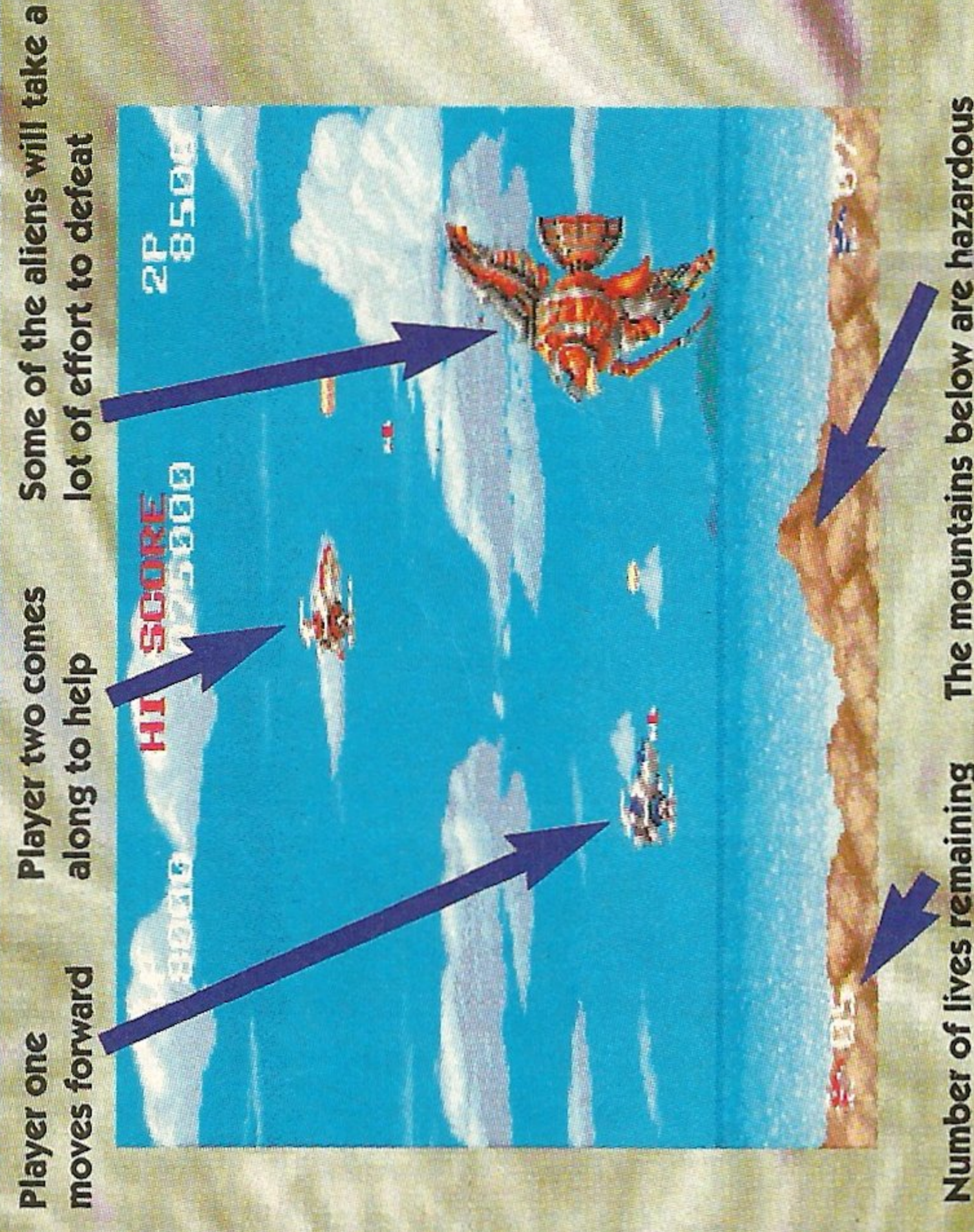
The end of level guardians at first appear to be a major problem, but with the correct tactics and a keen eye, they are considerably easier to deal with than they first appear.



The metallic third stage has you moving through the enemy's tight passages



The aliens come flying across the mountains with the unfriendly intention of blowing you to smithereens



Player one moves forward
Player two comes along to help
Some of the aliens will take a lot of effort to defeat
HI SCORE 420000
2P 85000
Number of lives remaining
The mountains below are hazardous



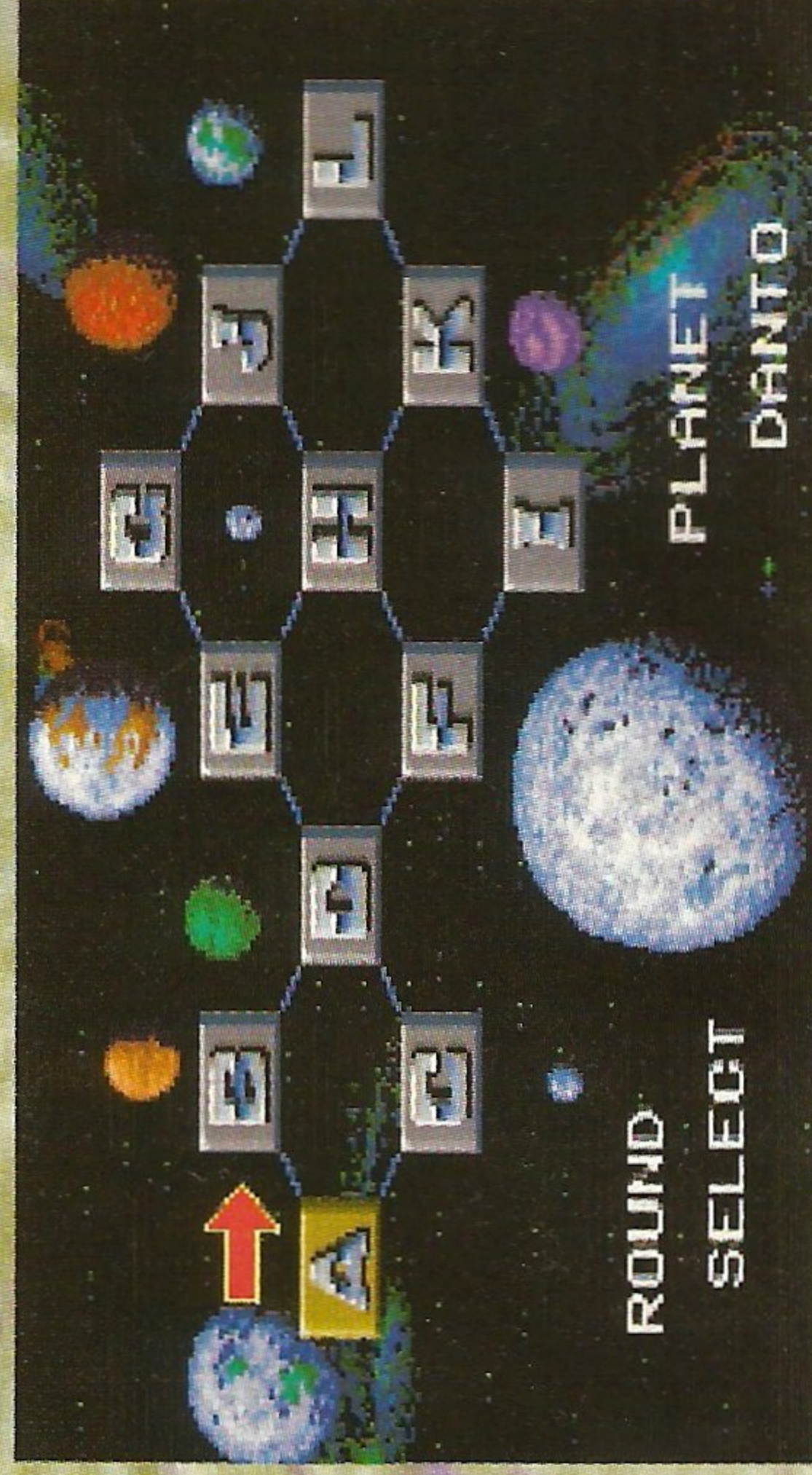
(left) Level one lets you fly through the nice puffy, fluffy white clouds. Then you get shot at by a dirty great big red missile launcher!



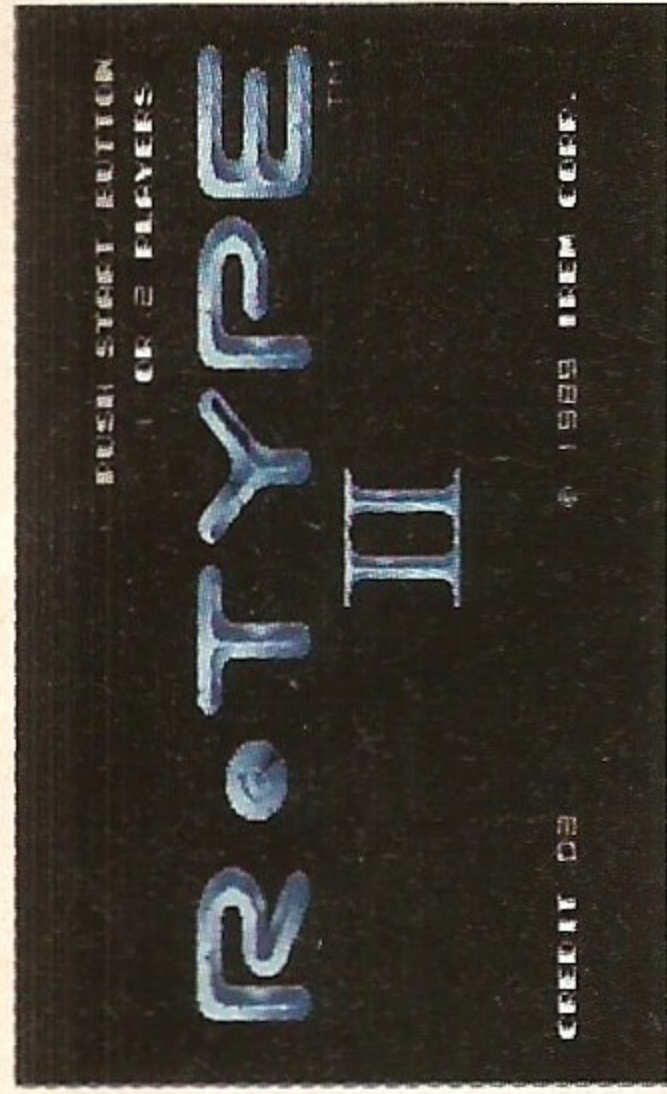
A giant mechanical squid? He's easy to destroy, but isn't he ugly?

The first two levels are guarded by what look distinctly like giant robotic haddock! From here on the guardians will vary from giant squid to some fairly nasty crabs and lobsters.

All of the guardians are heavily protected and will take a severe amount of punishment before finally giving up the fight. Killing the meanie will transport you to the next level and more fishy goings on!



This shows your progress through the levels. The ones you have completed are highlighted and the level you are moving to is shown by the arrow



Take a parallax scrolling background with lots of big metallic things hanging out of it. Then stuff it full to overflowing with mean and angry aliens with a major attitude problem and make them shoot at anything venturing near them.

On top of this an unfortunate and unsuspecting pilot (you!) is

then shoved in to a R-Type spacecraft and told to blast absolutely anything which comes near him. As well as this he will have to try and get hold of any weapons which he can lay his hands on. Great!

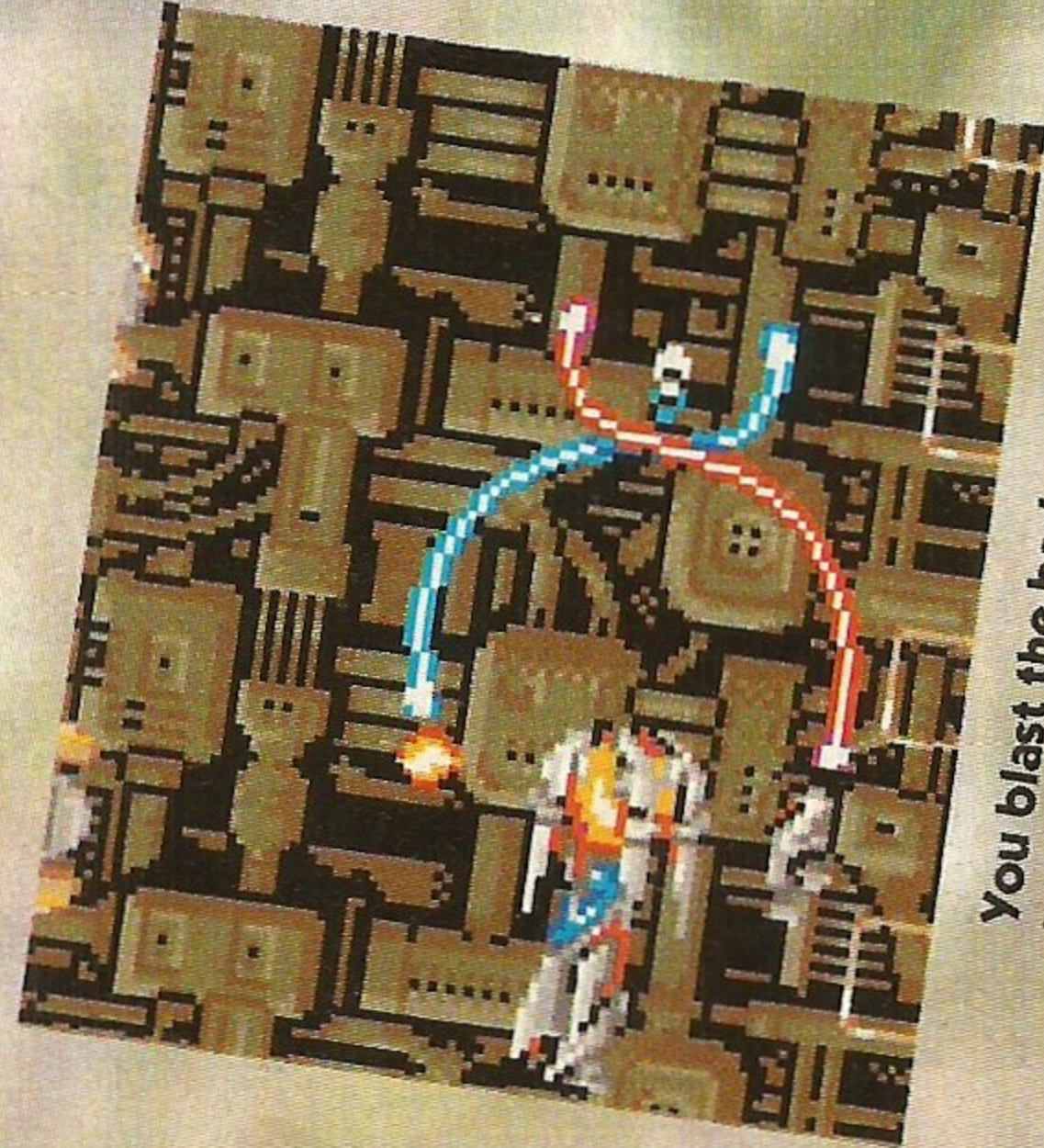
Fans of the shooty-shooty genre of computer games will have been waiting in anticipation for the

release of this, one of the classic blast'em games of all time. R-Type II has been an immense success in the arcades and a computer conversion was inevitable.

Basically this is a space age horizontal scrolling romp through various different landscapes blowing the living daylight out of anything which gets in the way. At

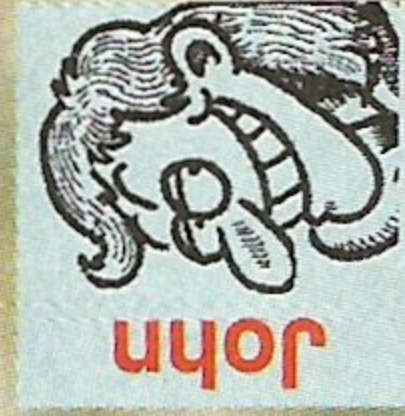
intervals a little spherical pod thingy will appear, and when shot you can obtain the power-up icon which is held within.

These will improve the firepower and manoeuvrability of your ship thus enabling you to inflict as much damage as possible on the enemy. There are loads of different types of alien which will



You blast the bad guys with your big wiggly weapon

R-TYPE II



A sequel? What another one? R-Type was a classic blast which was a roaring success in both the arcades and on the home computer consoles. Now the aliens have returned, and you've got to go and get 'em...



Your ship with various add on bits

Power-up pod containing extra bits to customise your craft

Large installations dispense the enemy hordes

The aliens swarm forward!

Your all important score

The Beam Bar indicates the power of the shot you are firing



The fish like creatures of the second level plunge to their death as you plough into them with your laser beam



A big metallic meanie jumps about as you try to kill it... and it tries to kill you

come trying to nobble you, some of which are small and pathetic, others which are huge great metal monstrosities.

Most of them won't pose too much of a problem to the hardened shoot'em-up freak, but there's always one which is a problem.

DISAPPEARING DIGITS

As with pretty much every other game of this type, at the end of each level there is a huge armoured slobbering mutant guardian creature you have to obliterate.

This is near impossible to destroy and will have you gnawing important parts of your anatomy off in frustration! However, with persistence they can be destroyed bit by bit, allowing you to transport to the next level of mayhem.

The market is flooded with games of this type, most shoot 'em-ups have all of the features mentioned above, so does that make R-Type II just another one of the same?

Well, the arcade original is now celebrating its third year of success so this conversion is nothing particularly new. Three years is a long time to wait for a sequel and R-Type II doesn't really score any points for originality, but it is a very addictive blast.

This game plays in very similar manner to the original, so if you enjoyed that you know what to do.



The first of the big meanies jumps up at you for the attack

FACT FILE

Software House: Activision
Development team: ARC Developments
Programmer: Tim Round
Graphic Artist: J Harrison & P Michalak
Music: Martin Walker

The shoot'em-up game has become an area of overkill in the market today. There are loads of games out there which are all very similar. Most of these games have drawn some inspiration from R-Type II and its predecessor.

To play, this is obviously one of the classics. It was a great arcade machine, and the computer conversion is still as addictive. However, the presentation leaves a little to be desired as it is a little bland. When compared to games like Rainbow Arts' Z-Out, this looks a tad dated.

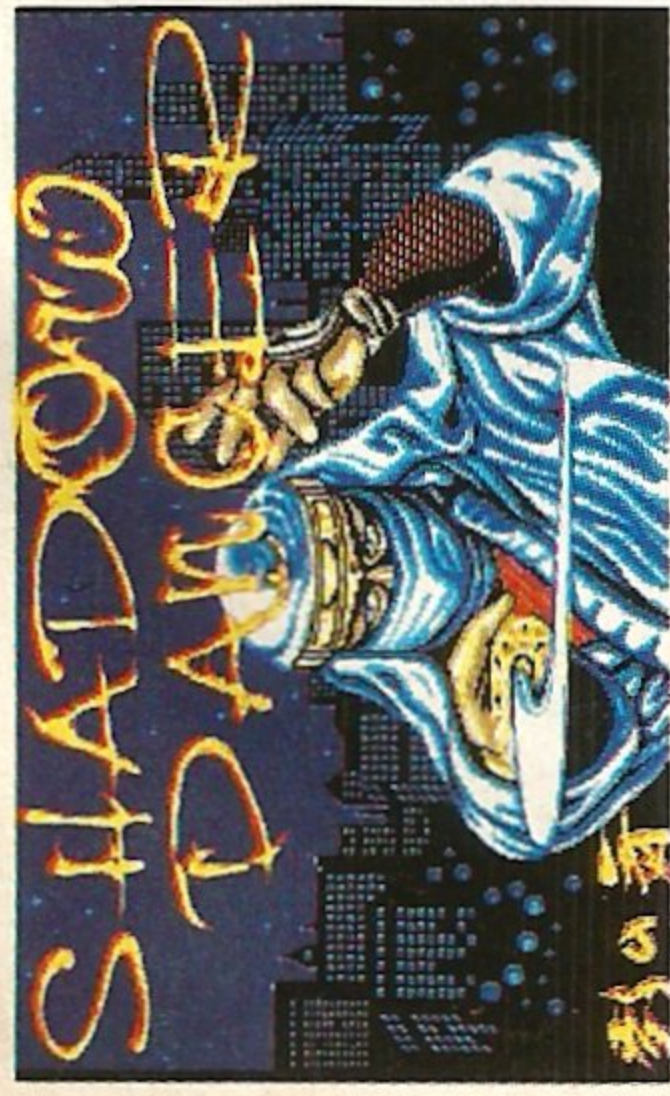
Overall I really enjoyed it. If you liked the original then this is as close as you could get in terms of playability. There are numerous aliens to blast and lots of levels to explore.

The only problem is with the presentation. I was expecting graphics of near arcade quality, and the result was decidedly disappointing.

X-RATING: XXX

Gameplay: 16/20
Lastability: 15/20
Presentation: 13/20

RELEASE INFO
Amiga £24.99 July
Atari ST £24.99 July



FACT FILE

Software Houses: US Gold

Team: Images

Programmer: Steve Howie

Graphic Artist: Andy Pang

Music: Matt Simmonds

Being a great fan of Shadow Dancer in the arcades I was not at all disappointed with the conversion.

The graphics are near arcade perfect as are the music and effects, but some of the backgrounds are not as detailed. Gameplay hasn't been lost in the conversion and difficulty has been set at a reasonable level - only the later stages become almost impossible.

The sole gripe is that upon losing a life you are transported back to the start of the stage, which gets aggravating after a while. On the whole a top quality game, which is rare from a Sega original.



X-RATING: XXXX

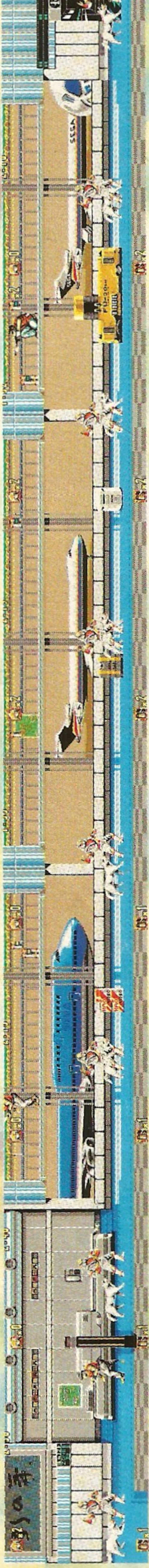
Gameplay: 16/20

Lastability: 18/20

Presentation: 17/20

RELEASE INFO

Amiga	£24.99	May
Atari ST	£24.99	May
Spectrum	£11.99	May
Amstrad CPC	c £11.99	May
Commodore 64	c £11.99	May
	d £16.99	May
	c £11.99	May
	d £16.99	May



The first level takes place in an airport. All detonators must be collected, but the task is far from simple with plenty of hostile foes to get in your way

SHADOW DANCER



Detonators have been planted at random locations around America. The country is calling out for a hero. Are you the man for the job? Can you rid the country of this terrible peril? Well, you'll certainly give it a damn good try!

When you were called upon to perform this great task you had no idea of the enormity of it. Even though a wolfhound has been assigned to help you this may not be enough.

As the car drops you off at your first destination say your prayers before entering the airport lounge.

ONE MAN AND HIS DOG

Programmed by the team behind the highly praised Chips Challenge, Shadow Dancer is the sequel to Shinobi and also a conversion of the highly successful arcade game of the same name.

The main character has a dog who's useful for distracting the enemy long enough for you to manage to kill the bad guys, who range from lowly knife wielding grunts up to giant, seemingly indestructible ninja warriors.

Kicking off at the airport the action involves collecting a number of detonators at the same time as knocking off anyone who gets in the way of your mission.

After managing to advance through the outside section you reach the end-of-level guardian. He's found inside an aircraft and must be shot repeatedly in the

shoulder to stop him bombarding you with hordes of bouncing balls. It's not easy believe me.

NINJA'S BEST FRIEND

Between sections you are given the chance of acquiring an extra life by killing bad guys. These appear out of doors on three floors of a building and jump down towards you.

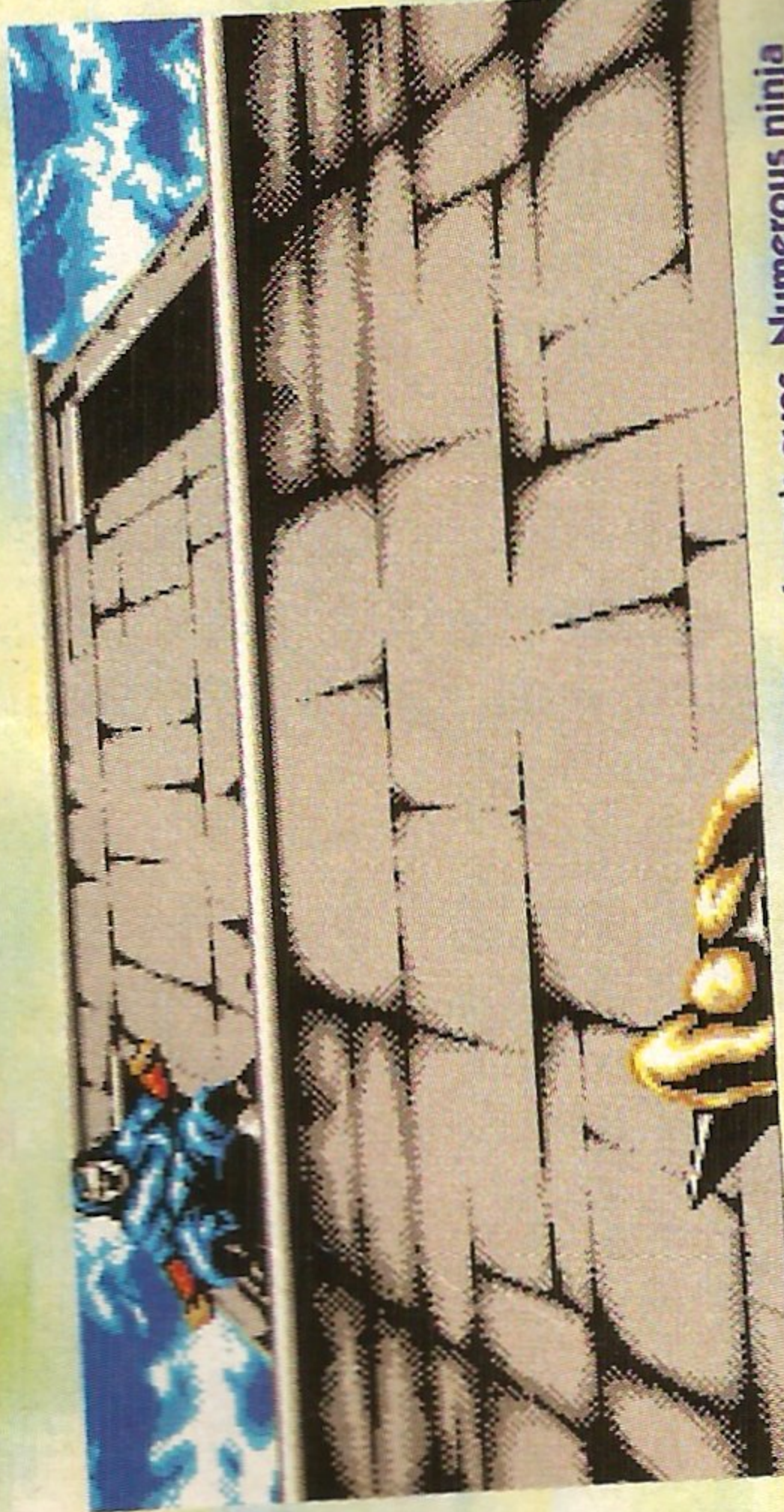
and the bad guys get a little harder to defeat as they hide behind cars and even on top of tanker trucks.

Some baddies will be hidden away in train carriages. Other sections involve jumping up a waterfall and other crazy things. It's certainly action packed!

Fans of the coin-op Shadow Dancer placed credit after credit into the machine, the conversion looks to have the same addictive qualities.

Throwing your shurikens upwards you must stop them all before they get to your level.

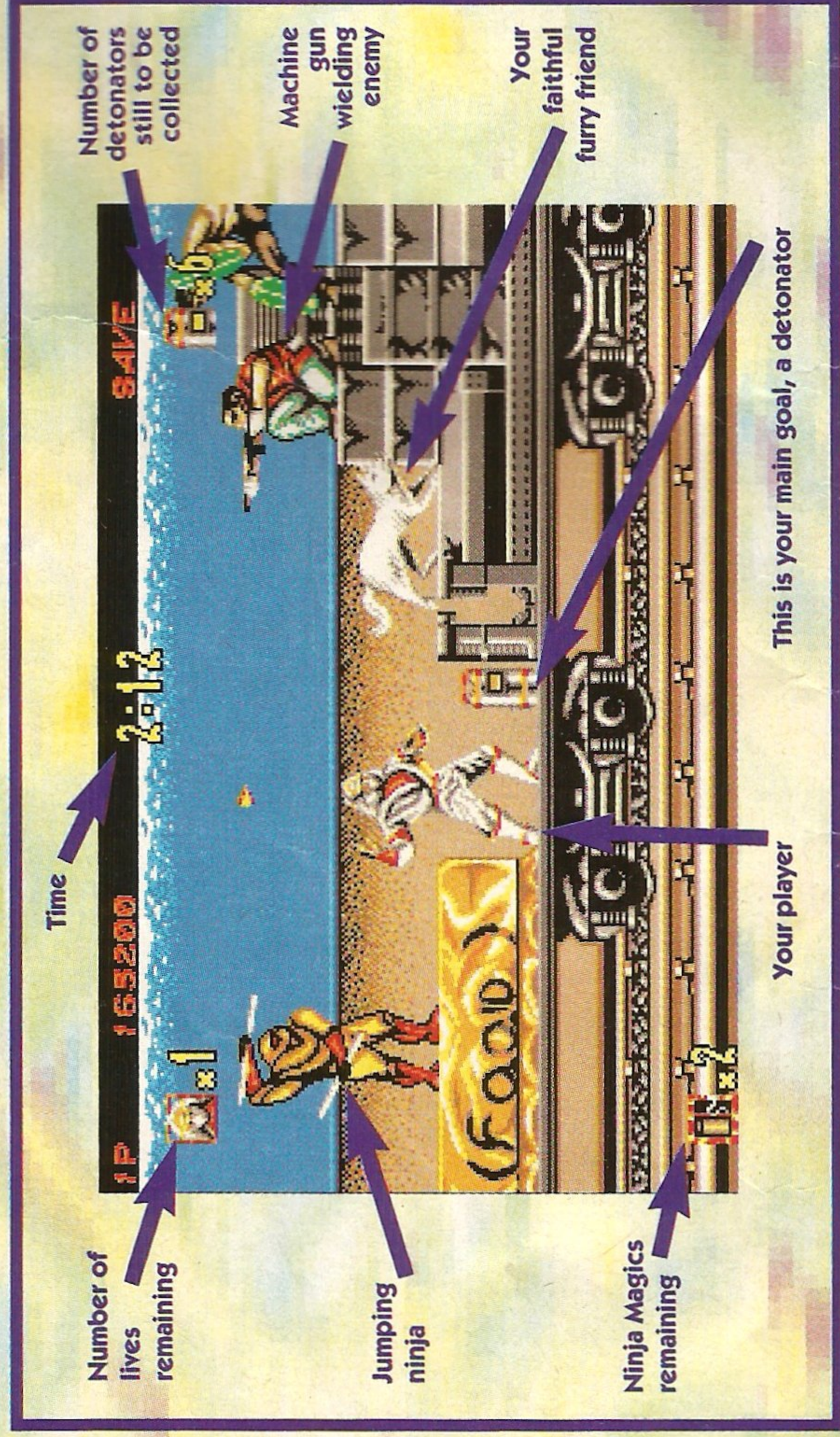
The second section takes place on an abandoned railway line



Between stages action is seen through the player's eyes. Numerous ninja warriors appear from doors everywhere and all must be stopped by you



Pulling down and firing unleashes your hound onto an unsuspecting enemy. He must be disposed of before he injures the poor animal



The screenshot shows the Star Trek: The Next Generation Bridge game interface. The central display is a starfield with a Klingon ship at the bottom center. The interface includes a top status bar with "Snake Eyes" and "-15.9.5", a left sidebar with "WL Guardian", and a right sidebar with "Movement Phase". A grid of action buttons is at the bottom, including "RED", "FWD", "REV", "STOP", "TURN", "ACCEL", "DECEL", "STOP", "TURN", "ACCEL", "DECEL", "STOP", "TURN", "ACCEL", "DECEL". Red arrows point from text labels to specific buttons: "View the next or previous ship" points to the "RED" button; "Redo and execute your last move" points to the "FWD" button; "Accelerate from your current speed" points to the "REV" button; "Turn off to the right" points to the "TURN" button; "End the current phase" points to the "ACCEL" button; "Bank the ship to the left" points to the "DECEL" button; "View the utilities menu" points to the "STOP" button; "Various pieces of info based on your ship" points to the "TURN" button.

The screenshot shows the Star Trek: The Next Generation Bridge game interface. The central display is a starfield with a Klingon ship at the bottom center. The interface includes a top status bar with "Snake Eyes" and "-15.9.5", a left sidebar with "WL Guardian", and a right sidebar with "Movement Phase". A grid of action buttons is at the bottom, including "RED", "FWD", "REV", "STOP", "TURN", "ACCEL", "DECEL", "STOP", "TURN", "ACCEL", "DECEL", "STOP", "TURN", "ACCEL", "DECEL". Red arrows point from text labels to specific buttons: "View the next or previous ship" points to the "RED" button; "Redo and execute your last move" points to the "FWD" button; "Accelerate from your current speed" points to the "REV" button; "Turn off to the right" points to the "TURN" button; "End the current phase" points to the "ACCEL" button; "Bank the ship to the left" points to the "DECEL" button; "View the utilities menu" points to the "STOP" button; "Various pieces of info based on your ship" points to the "TURN" button.

Software House: US Gold
Development Team: SSI
Programmer: Al Escudero
Graphics: Fred Butts
Sound: SSI



FASA, creator of well-known board-games such as Star Trek and Centurion, has joined with SSI and US Gold and converted its hugely successful space fighter combat board-game to the computer screen.

The game is entirely mouse driven, and a series of icons give you complete control over your ship. When starting a new game, you choose whether to join TOG or become a Renegade.

TOG – the terran overlord government is basically a version of the Empire led by Lord Vader in the Star Wars, and the Renegades are a band of people out to overthrow the Government. Both of the forces have an equal amount of ships, divided into three classes: light, medium and heavy.

The light class is comprised of

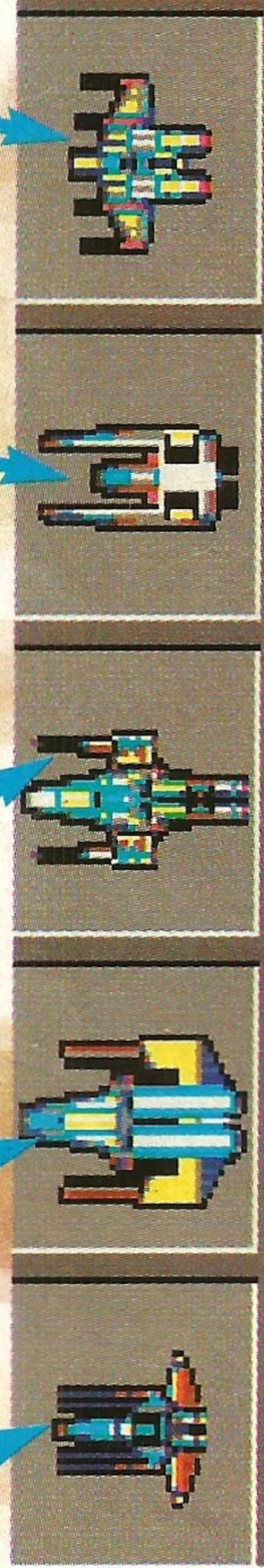
vessels such as scout-craft and fast, but low-powered ships. The medium craft have sacrificed their speed for more armour and weaponry. Finally, the heavy ships include huge dreadnoughts which are simply moving gun platforms.

You have the option to be one of a number of different aliens, or alternatively, if you want to be

down to earth, a human. Each breed have their own good and bad characteristics and are skilled in different areas of combat.

The ship you choose depends on how many prestige points you have available. You can also customise your ship by either taking away equipment or adding new pieces of weaponry.

Cheetah: 73 tons. 2,440 prestige. Two lasers, two EPCs and one hard point	Punisher: 187 tons. 4,108 prestige. Two lasers, LEPC, two EPCs and one HP	Avenger: 175 tons. 3,614 prestige. Two lasers, EPC and two MDCs	Peacekeeper: 141 tons. 3,068 prestige, two HPs, four lasers	Space Gull: 126 tons. 2,500 prestige. Two MDCs, two EPCs and a single HP
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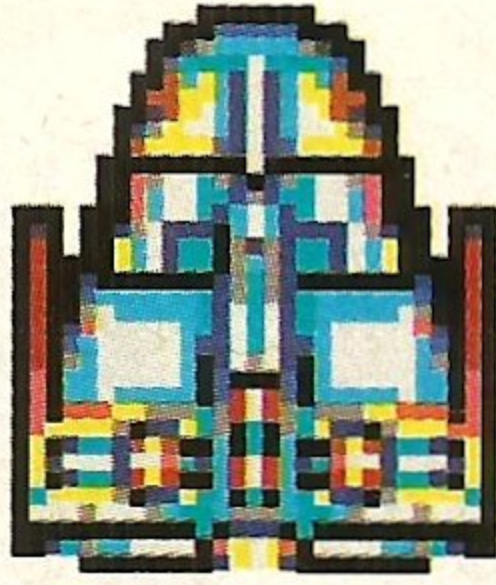


Not only can you choose to be a human being in Interceptor, but there are also a variety of aliens races to choose from

Computerised versions of popular board-games are becoming more and more apparent, what with Gremlin's HeroQuest and nowSSI/US Gold's Renegade Legion: Interceptor.

Having played the board-game extensively, I can say the computer counterpart is very close to the original, featuring all of the ships, the various different weapons and a selection of races and alien beings to choose from.

Renegade Legion: Interceptor is a full-blown spaceship strategy game, and it is more



of your weapon arcs, you will be given the option to open fire with a bank of lasers or other hardware. Damage is then worked out automatically

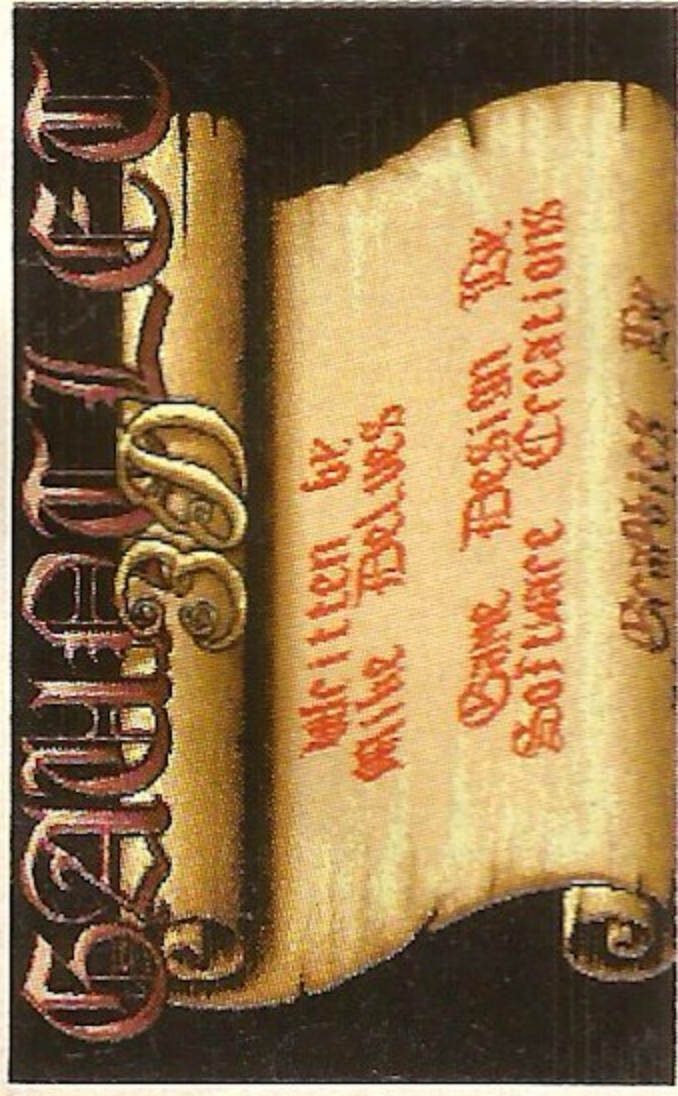
And for this reason, it obviously won't appeal to the arcade fan, but any lover of the board-game and strategists in general will go for the game in a big way.

X-RATING: XXX

Gameplay: 12/20
Lastability: 10/20
Presentation: 8/20

RELEASE INFO

IBM PC **£34.99** **Now**



FACT FILE

Software House: US Gold
Development Team: Software Creations
Programmer: Mike Delves
Graphic Artists: Chris Collins, Paul Salmon
Music: Tim Tollin

Having played Gauntlet 2 to death, hearing that another sequel was planned seemed great... for a while. The idea of using a 3D perspective looked and sounded brilliant.

The graphics look nice and the scrolling is fairly smooth, but the sprites run faster than the scroll. Sound effects are fairly standard even though the tune is one of the best on the Amiga.

Fans of the original may be disappointed as the game takes more of an arcade-adventure role and there aren't as many meanies.

All in all Gauntlet III is a great idea which could have been implemented a little better.

X-RATING: XXXX

Gameplay: 12/20
Lastability: 10/20
Presentation: 17/20

RELEASE INFO

Amiga	£25.99	May
Atari ST	£25.99	May
Spectrum	£11.99	May
Amstrad CPC	c £11.99	May
Commodore 64	c £11.99	May
	d £16.99	May

When Magnus the Wizard-Eternal came to the magical land of Capra, home to eight kingdoms, he brought peace. He created his Kingdom of Magic and for three centuries no wars were fought. Then the Velrons came.

Soon a curse descended over Capra. The Magic Kingdom fell into a pit of eternal darkness and the other kingdoms were ruined. The people began to utter words of hate to each other and a war looked imminent.

Capra called out for the bravest champions in all the land, only eight assembled for the task...

HEROES ONE AND ALL

During the game you'll have to battle your way through all eight kingdoms. From the closed dark areas of the Tree Kingdom, through the high, windy Mountain Kingdom, the freezing Ice Kingdom, the boggy, smelly Swamp Kingdom, all the way to the final battle in Magnus' strange Kingdom of Magic and so doing save Capra.

Each of these kingdoms is packed with many different types of creatures the most common being the ghosts, which are the easiest to



The tunnels run under the forest and are filled with loads of monsters. This can be used as a quick route to various locations

GAUNTLET III: THE FINAL QUEST



In the beginning there was Gauntlet, the ultimate four player arcade experience. Then there was the sequel with the stunning title of Gauntlet 2. Now US Gold bring you the second sequel, direct to home computers, all in stunning isometric 3D!

kill, and the Emerald Grabbers, who take a few shots to destroy. You also have to be careful on world three when you run the chance of bumping into wizards.

These creatures all appear from randomly placed generators which can also be destroyed by shooting them repeatedly. Due to the game view, you cannot see all of these and therefore they create more of a problem to destroy.

Fans of the original games will

remember the warriors - Thor, Merlin, Thyra and Questor. You'll be pleased to know that they remain for the third instalment. There are also four other players -

Petras, the Rockman who's a giant of living granite. He goes into battle with a temper as bad as something with a really bad temper..

Next is Dracolis, half lizard and

half man. He's feared throughout the land and many soon regret going into battle with him. Blizzard, being an Iceman, can withstand the lowest temperatures and in battle he is unequalled.

Finally comes Neptune who is only happy when in battle (the fool!) and cannot really defend himself in hand-to-hand. Thankfully he can wipe out everything on screen with his magic powers.

Control of your character is via the joystick and is kept as simplistic as possible, the usual push forward to walk forward and so on. Fire launches the characters' weapons while the corresponding shift is for each player's magic weapon.

Unfortunately only two of these great heroes can be sent to rid the kingdom of the Velrons and this choice of who to send is up to you. Choose well as you'll need all the skill and luck in the land to succeed in the mission.

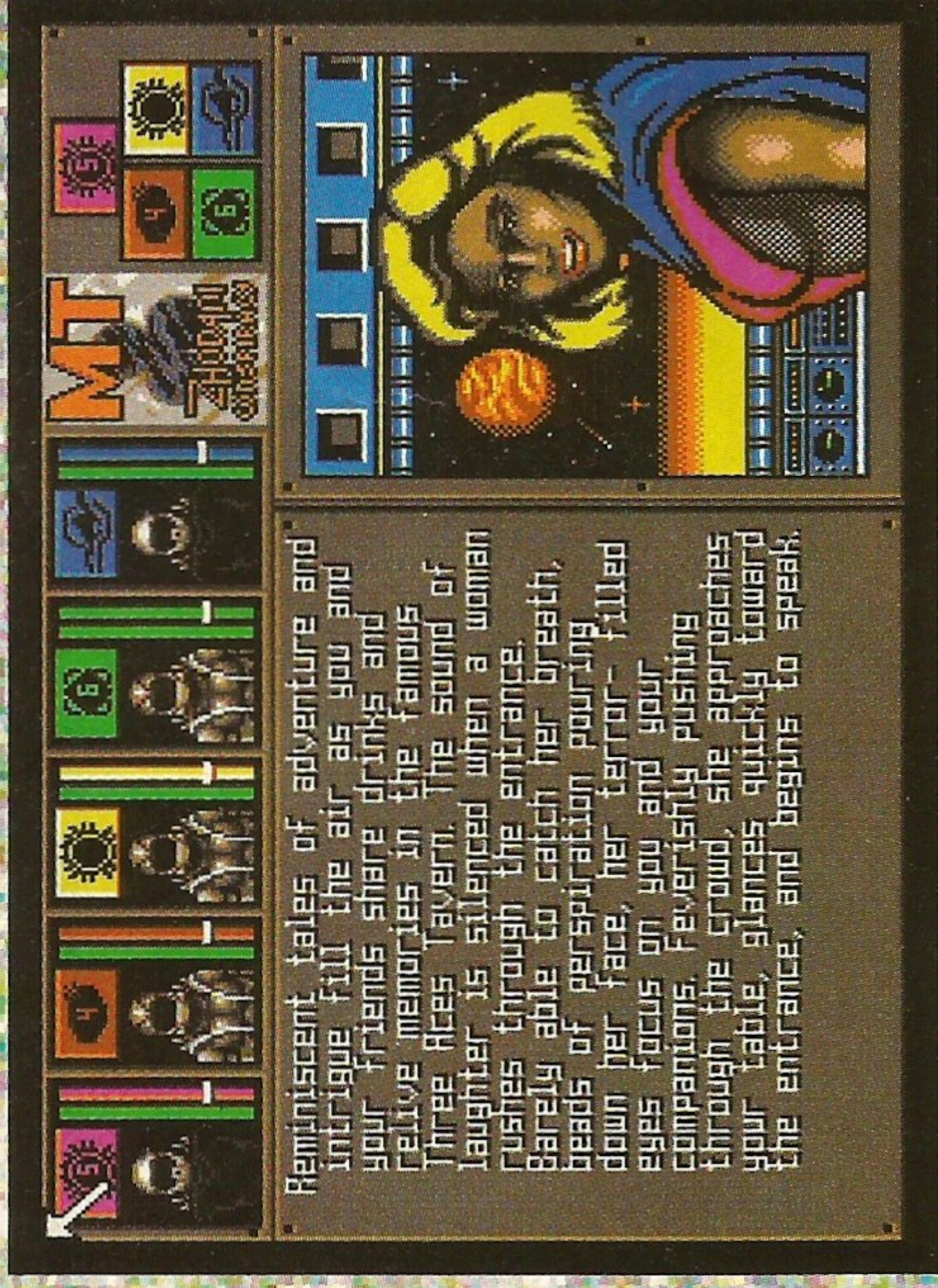


The Tree Kingdom, set, believe it or not, in a forest. A bucket must be found and taken to the well for a key to be taken to an Altar.



The second area is the Mountain Kingdom set high above sea level, this is also overrun with Monsters

At the beginning of the game your team meets a beautiful girl (ahem) in the bar and you learn something to your advantage



Some of you may be familiar with MegaTraveller as it is the name of a role playing space fantasy board-game which has been around for a number of years now.

You must take control of a band of five ex-military travellers and thwart the Zhodani conspiracy. The fate of the Imperium rests in your hands.

GETTING STARTED

The first, and most important thing you must do is assemble your team. The characteristics and abilities of the five team members are governed by a set of attributes, which will be familiar to fans of the role playing genre.

Strength, dexterity, endurance, intelligence, education and social standing are all the basic qualities having influence over your character's ability to handle various situations. These can all be affected by the variety of training your

characters undergo. As well as their basic characteristics you can also equip your men with different levels of armour and weaponry to make them more effective in combat. Other really useful bits and bobs are included which are very useful.

Once the team is assembled you are thrust into the main part of the game. There are 28 planets and

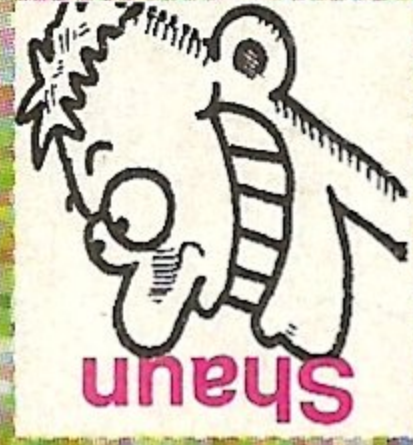
satellites for you to explore and these span eight different star systems.

All of the systems contain a wide variety of puzzles and trading opportunities. These are either important to your primary objective, or supplemental subplots, which provide you with useful items.

The scope which the game covers is enormous. You can move



Four wars have passed since the two civilization met in the year 5018, each was started by the Zhodani, and each has ended in shaky peace. Now another war is being planned. Arms are being smuggled to traitorous groups within the Imperium borders, this time the Zhodani are fighting dirty...

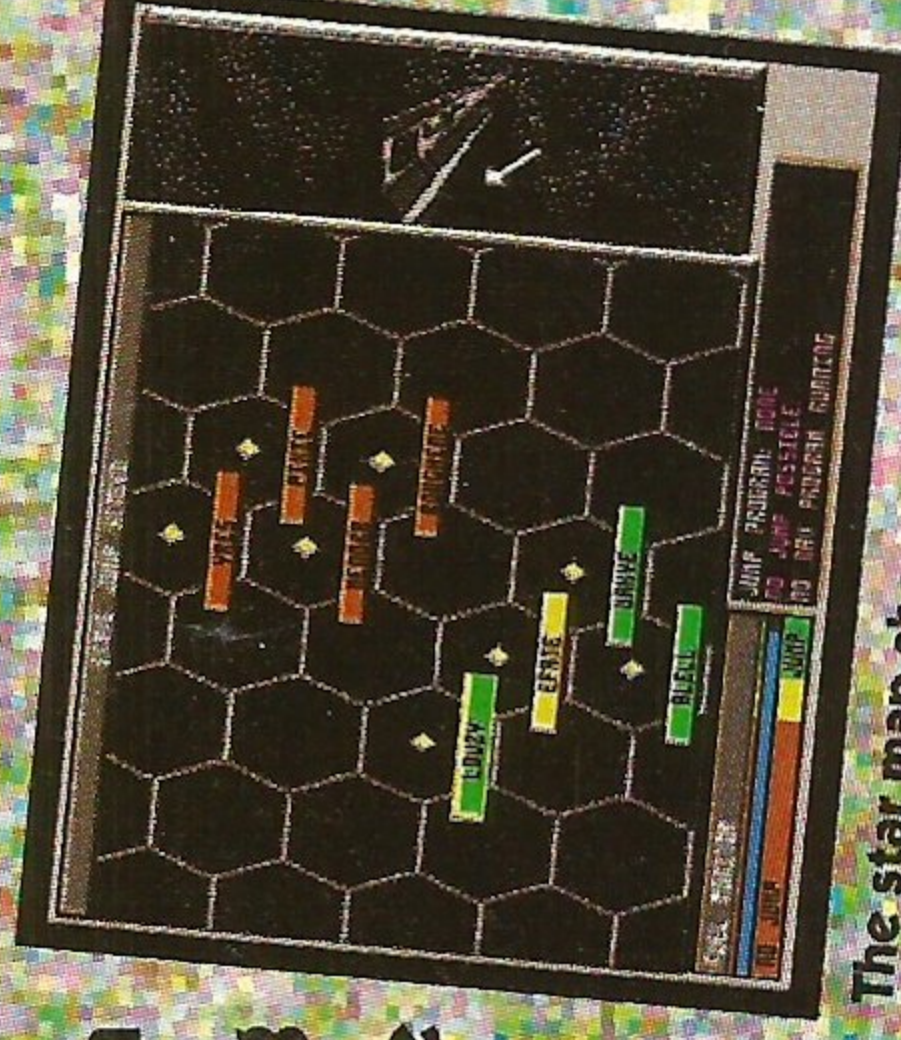


your team about as a group or you can split them up and let each use his abilities in different areas.

Some will be specialist pilots and others will be good in combat. You, as the leader must take all this into account when assigning them to different tasks.

LOADSA PACKAGING

The game comes in a large box which contains an extremely comprehensive manual and a wall chart of the various star systems, which are huge! The manual describes the game's history and goes into considerable detail about playing the game.



MEGATRAVELLER

This is a real strategy game and to get anywhere of consequence you're going to have to play for a long time... we're talking about 20 hours or so here guys! It is very complex and the sheer number of quests which you can embark upon is massive.

The graphics aren't particularly wonderful, but then it doesn't matter on this style of game as the attraction here is the strategy.

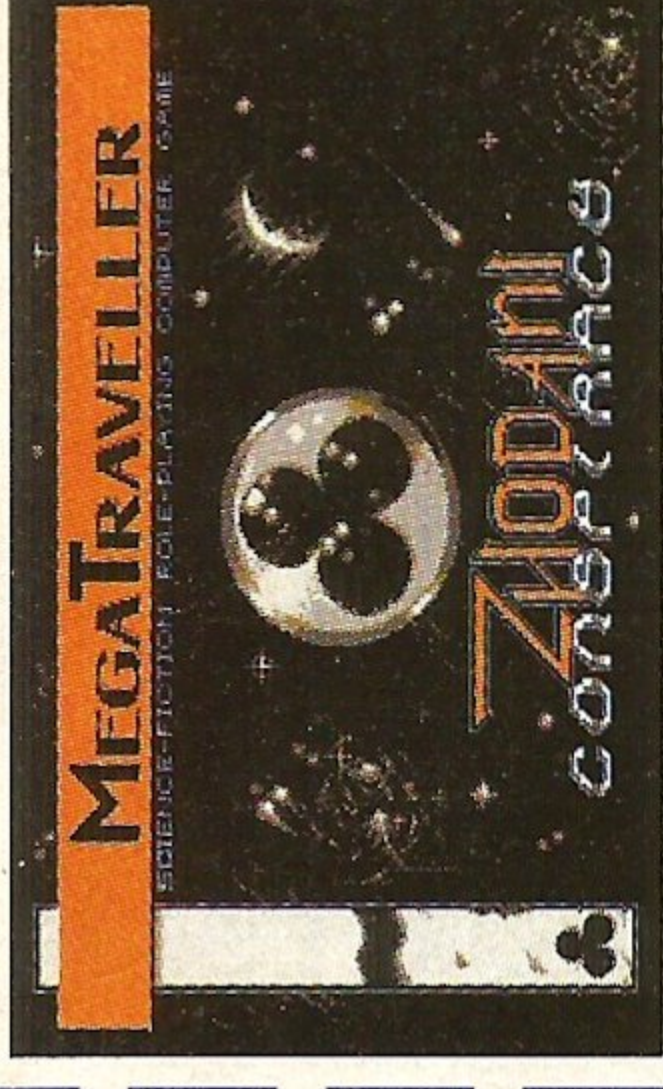
The only thing I can find to fault is that to really get anywhere you have to be truly committed to the game. It is possible to roam around the environment aimlessly for hours on end without really getting anywhere.

Definitely a game for fans of the RPG genre of computer games, but you're going to have to be patient as it is a little on the long-winded side.

X-RATING: XXX

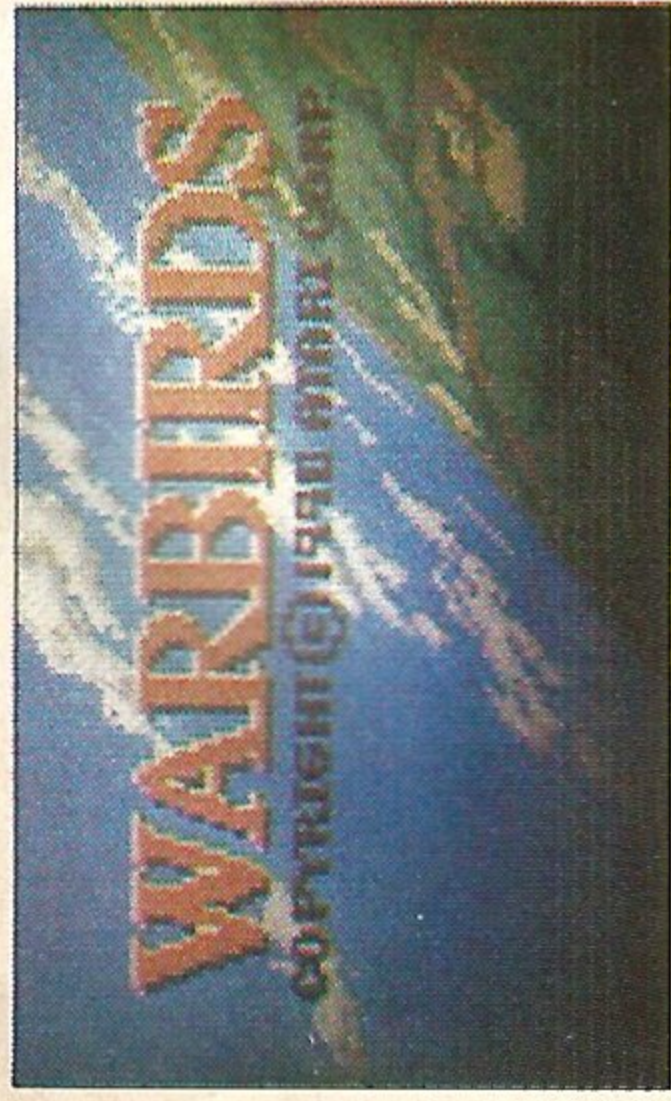
Gameplay: 14/20
Lastability: 14/20
Presentation: 12/20

RELEASE INFO
IBM PC £35.75 **Now**
Atari ST £30.64 **Now**
Amiga £30.64 **Now**



FACT FILE

Software House: Empire
Development Team: Oxford Digital Enterprises
Programmers: Steven W Green for ODE
Graphics: Steven Suhay for Paragon Software
Music: Steven W Green for ODE



FACT FILE

Software House: Atari

Programmers: Robert Zdybel

Graphics: Susan G McBride, Melody Rondeau

Music: Bob Vieira

Warbirds is an authentic, highly-polished flight simulator which is simple yet addictive. The graphics are smooth and detailed, and the colours are bright, reducing the chance of glaring the screen.

Being a flight simulator in a basic sense, Warbirds should also appeal to shoot'em-up fans, especially as it features an arcade option.

The game only offers dogfighting, and maybe a mission including bombing runs would have been pleasing.

With only six missions in all, I can see the lastability wearing thin. The game is however, saved somewhat by the option which allows you to define the various statistics of your aircraft.

This allows you to alter your chances of survival depending on your skills and on how brave you are feeling at the time.

All in all, the excellent graphics coupled with great sound make this an excellent game. When these are combined with addictive gameplay the result is a strong release for the Lynx.

X-RATING: XXXX

Gameplay: 16/20

Lastability: 13/20

Presentation: 17/20

RELEASE INFO

Atari Lynx £34.99 May

Warbirds is the first World War One flight simulator to appear on the Lynx, and is set to stun the gaming nation with smooth 3D graphics and fast-paced action.

As a devilishly-handsome pilot of the early twentieth century, you join the RAF in the lower ranks of the Force.

Being a Rookie, you obviously have no experience at dogfighting, very little knowledge of your aircraft, so you will have to prove yourself in the air in order to be promoted. The situation doesn't look too promising, does it?

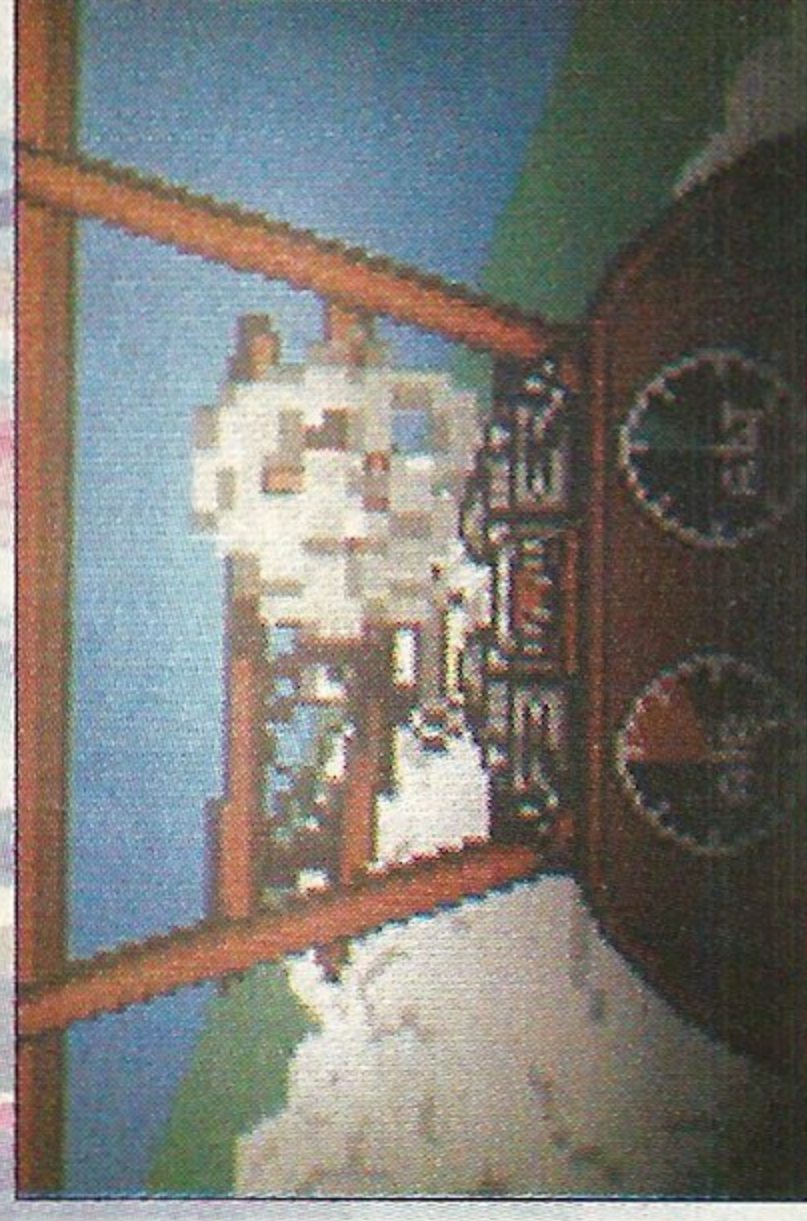
BOTH ENGINES OUT?

Just about everything is definable, including the amount of damage you can sustain, how many bullets your guns will be loaded with and whether you can collide with an opponent or not.

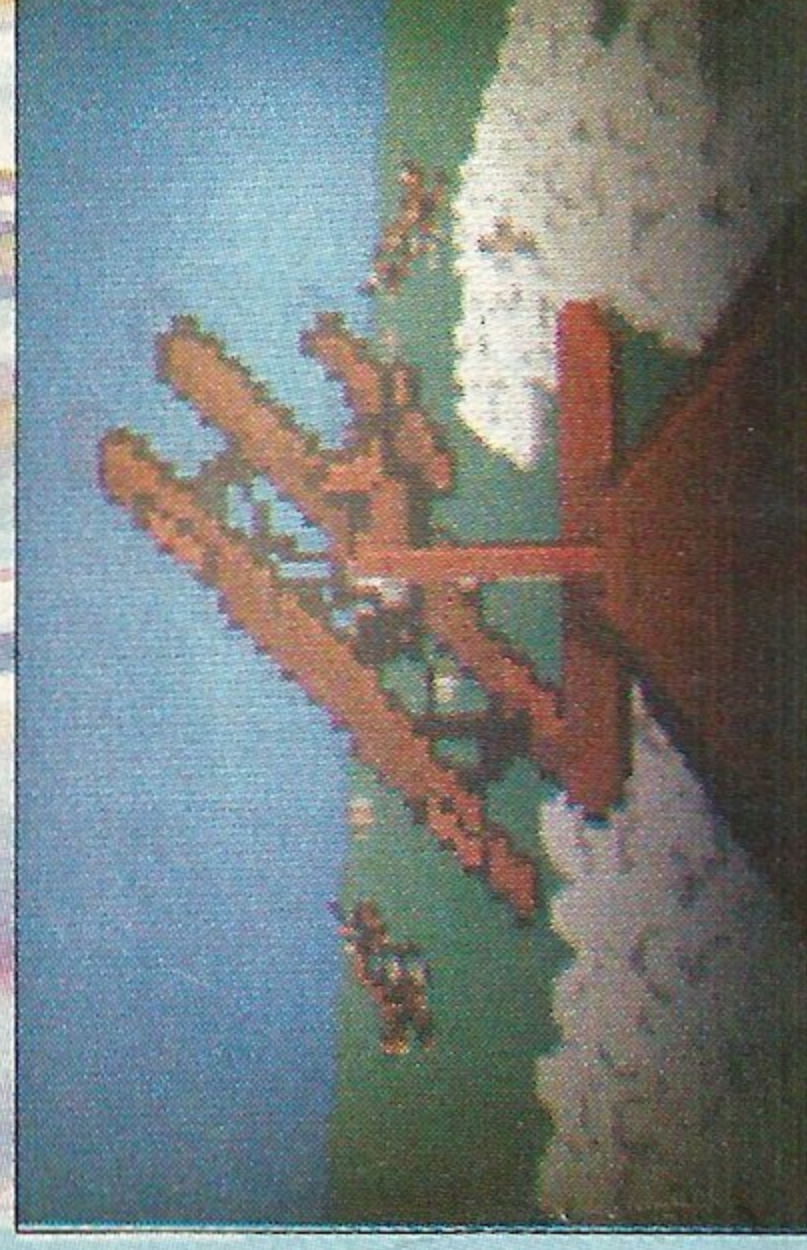
There's the option of having one, two or three lives, and also the ability to select either simulator or arcade mode.

Before you embark on a sortie, you must first choose which mission to fly. There are six in all. These include: Milk Run, Red Baron, Double Teamed, Paths of Glory, Pair of Aces and finally, Swarm.

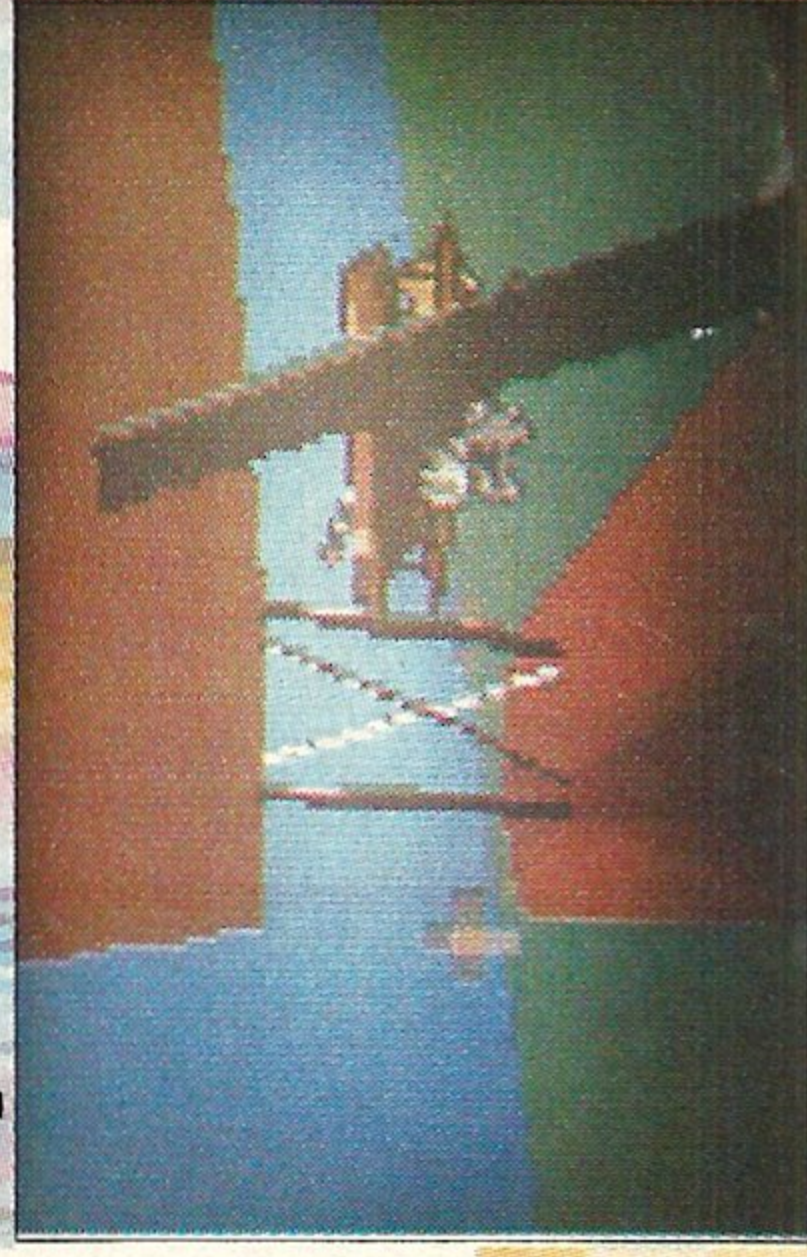
TALLY-HO AND CHOCKS AWAY, CHAPS!



The sky is filled with clouds, but you can make Jerry out on the distant horizon. There are three enemy aircraft against your lone Sopwith but you can take them out



The first pass is uneventful, with hardly any damage being done to any of the planes. However, looking out to the rear you see him bearing around for another attack...



Luckily for you he overshoot the mark and zooms alongside. There's barely a wing's length between you and so you can actually see the whites of Fritz's eyes

WARBIRDS

Bored with playing California Games? Are quaduple 360s becoming too easy? What you need is a challenge to bring the life back into your Lynx. Relieve yourself by climbing into your Sopwith and blasting Jerry



The Milk Run is the best objective for the beginner, as it is simply a one-on-one battle against another rookie pilot.

However, Red Baron puts you up against the skilled Baron Von Richtofen, and Swarm puts you in the skies with three enemy aircraft.

Having leapt into your Camel leave the landing strip and ready yourself for combat. Depending on the option chosen earlier, you will either start in a duelling position, or you'll be placed randomly in the play area.

In order to find the enemy



Depending on the outcome of the last dogfight, you will be either be shown a lovely-jubbly picture of you showing off your glimmering white teeth, or if your lose, your skull brings the message home

planes, you must look out of the cockpit through all the possible angles - there's no checking the latest military radar in this game.

This is done by holding down button B and moving the joy-pad in the direction you wish to view.

When you have the enemy in your sights, let rip with your Gating gun by pressing button A. You must account for your movement and wind direction and speed, or the bullets will stray off-target.

DIAL 999

As the enemy becomes more and more damaged, smoke will start gushing from his fuselage, and eventually his plane will start whining and begin to spin making its rapid descent towards the ground where it explodes in a ball of flames.

Each time you clock up a kill, your pilot rating will be increased. So it's possible to rise from being a rookie to an ace fairly quickly. Maybe some day you'll even find yourself captain of the squadron.



Before you clamber into your plane, your CO informs you of the mission you are to embark upon. There are six in all, each one including tough dogfights against some of Germany's most famous pilots

GAIN ACCESS TO ALL THE LATEST INFO ON YOUR FORMAT

Eye of the Beholder Amiga

Software House: US Gold
Development Team: SSI
Programmer: Bill Stokes
Graphic Artists: Rick Parks, Aaron E Powell,
Joseph B Hewitt IV
Music: Paul Mudra



This official Advanced Dungeons and Dragons product uses AD&D second edition rules, and is a real-time game where combat, exploration and character interaction all happen simultaneously in a 3D window.

The original PC version of this Dungeon Master style game was very impressive, especially if you had the



snazzy graphics and sound boards. The Amiga conversion is brilliant and it is more than a match for the original.

Basically the plot is your typical RPG type scenario involving elves and warriors and there are loads of tasks for you to complete in the twisty turny underground passages.

X-RATING: XXXXX

Gameplay: 16/20
Lastability: 16/20
Presentation: 16/20

Chips Challenge IBM PC

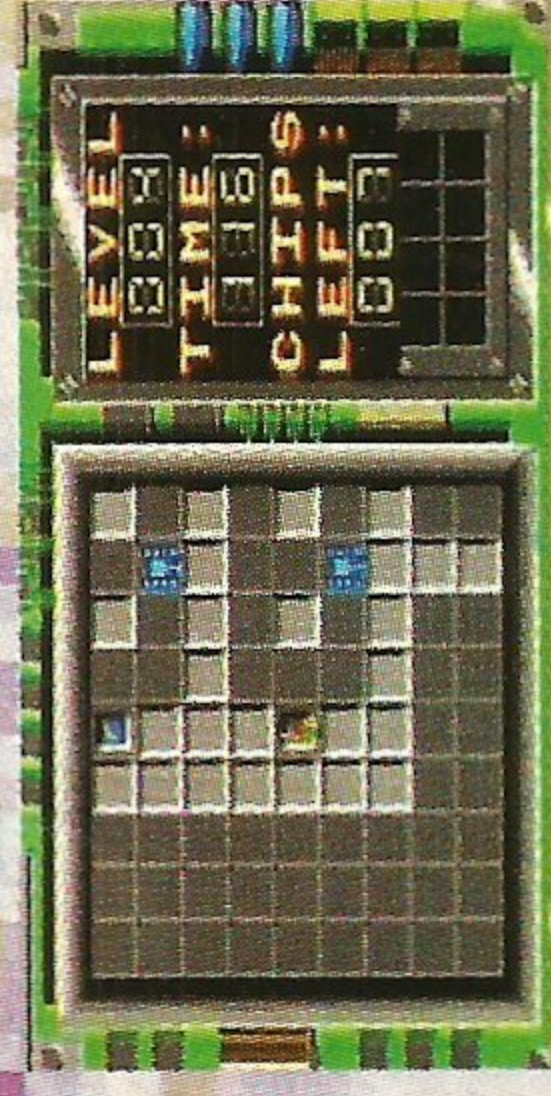
Software House: US Gold
Development Team: AVM
Programmer: Audio Visual Magic
Graphic Artists: Image Software
Music: Someone Bloggs

ARGHHH! Another batch of deranged Chips Challengeaholics are about to infest the world. Not satisfied with domination on all other computer formats, US Gold are now unleashing a PC conversion of the



classic arcade puzzle game onto the unsuspecting public.

The graphics are adequate for this style of game being no different from other 16-bit formats. Fortunately the gameplay has not suffered at all in the conversion. This is still a tremendously



playable game which appeals to pretty much all game players.

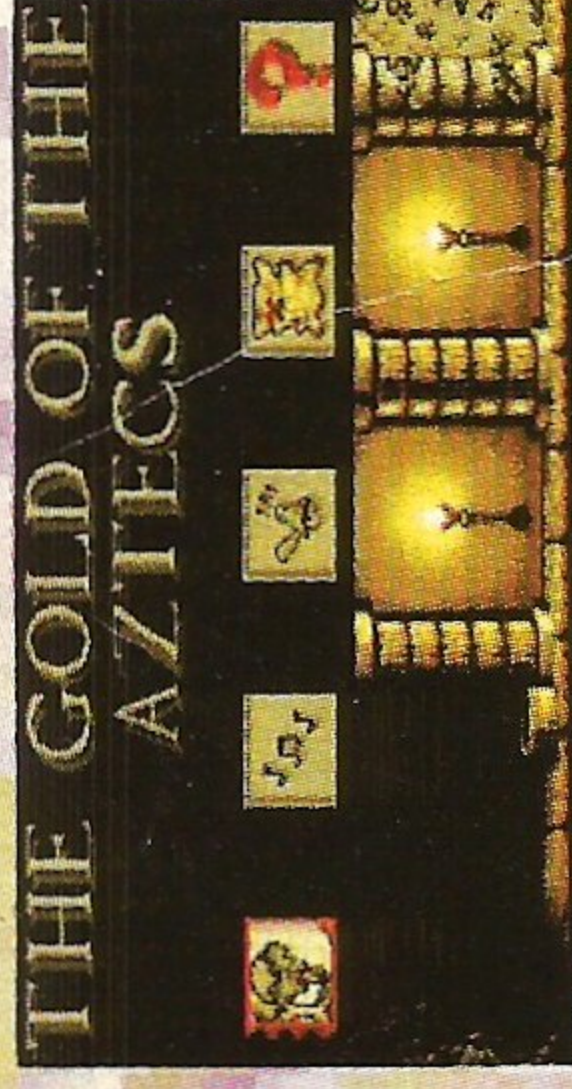
Chips Challenge on the PC really is a great success. You will find that here aren't many games which are as playable and addictive as this!

X-RATING: XXXXX

Gameplay: 18/20
Lastability: 16/20
Presentation: 14/20

Gold of The Aztecs IBM PC

Software House: US Gold
Development team: Konefica
Graphic Artists: Konefica
Music: Konefica



Another PC game? Is this machine going to dominate the games scene as well as the business world?

Gold of the Aztecs is an Indiana Jones style arcade adventure which was out on the ST and Amiga nearly a year ago. The PC conversion has been changed very little in the transfer, gameplay is almost identical, possibly even better!

The graphics are also very similar,



the only major difference between the formats is the quality of character animation and scrolling. The basic background graphics are practically identical.

As with all PC games you'll find that the the quality of presentation depends upon the quality of the add-on boards that you have.

X-RATING: XXX

Gameplay: 14/20
Lastability: 12/20
Presentation: 14/20

James Pond Sega Mega Drive

Software House: Electronic Arts
Development team: Vectordean
Programmers: Steve Bak & Chris Sorrell
Graphic Artist: Chris Sorrell
Music: Steve Bak & Chris Sorrell

The name's Pond, James Pond, underwater agent. The latest mission to save the world is on the Sega Mega Drive...

This latest incarnation of the classic underwater arcade adventure is almost identical to its 16-bit computer predecessors.

Graphically the game hasn't changed at all from the Atari ST version,



and the sound is almost identical to the jolly little ditty on the Amiga.

Gameplay has not changed at all so if you enjoy cute little games with a bit of humour and plenty of puzzles then



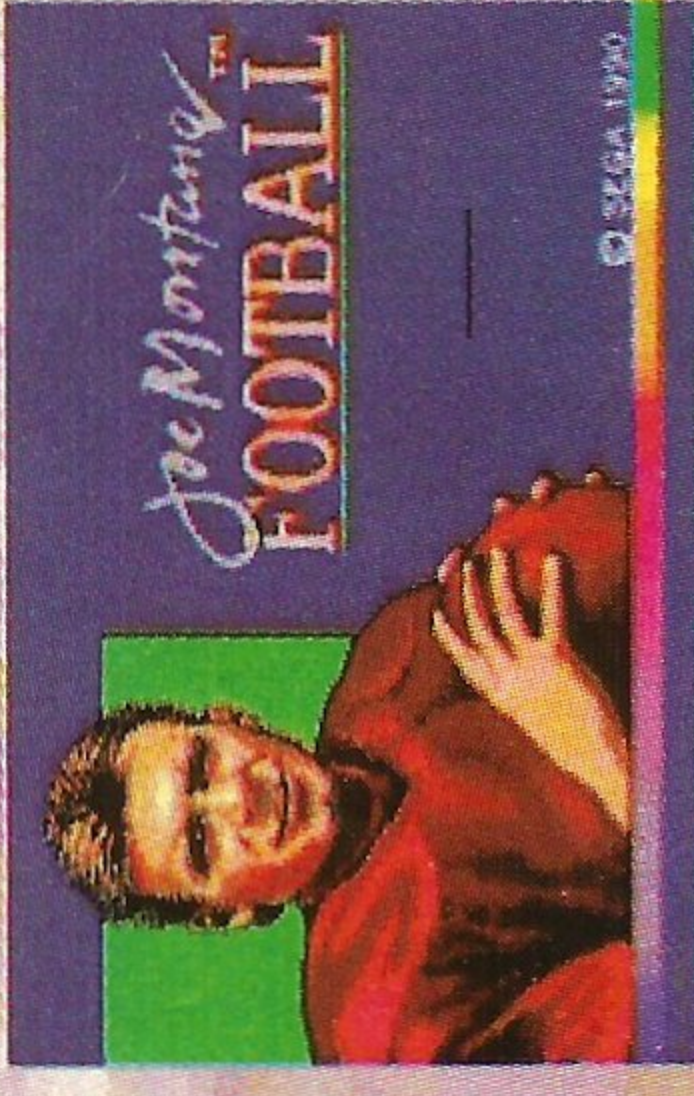
you could do far worse than getting hold of a copy of James Pond. A very successful conversion.

X-RATING: XXXX

Gameplay: 16/20
Lastability: 16/20
Presentation: 16/20

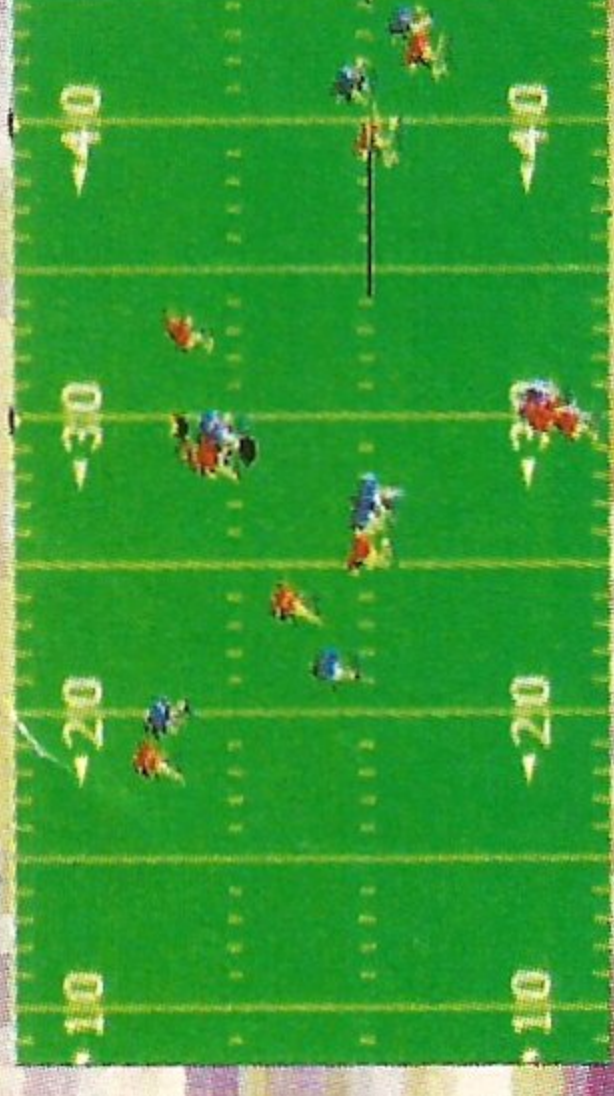
Joe Montana Football Sega Master System

Software House: Sega
Development team: Sega Enterprises (Japan)



The PC version of this epic American football simulator was visually stunning. Obviously the 8-bit technology of the Master System can't quite cope with VGA graphics, but it certainly has a good go. A quick look at the screen shots here will show that this looks more than respectable.

One of the biggest problems with the PC version of this game was that it



was really difficult to play. This has been more than rectified here. The Master System version of Joe Montana plays like a dream in comparison to its predecessor!

If you're after the definitive American football simulator for your Master System, then get ready as this is the game for you.

X-RATING: XXXX

Gameplay: 14/20
Lastability: 14/20
Presentation: 16/20

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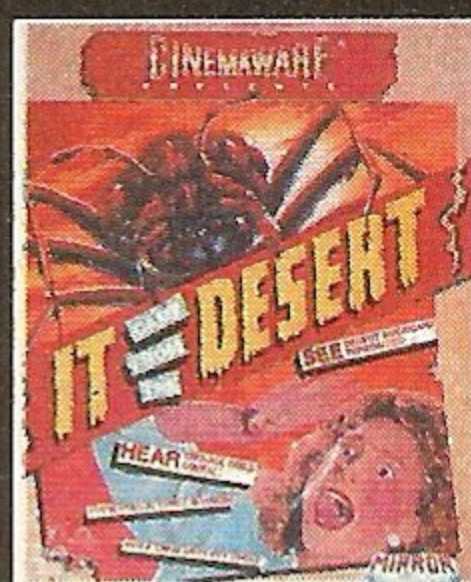
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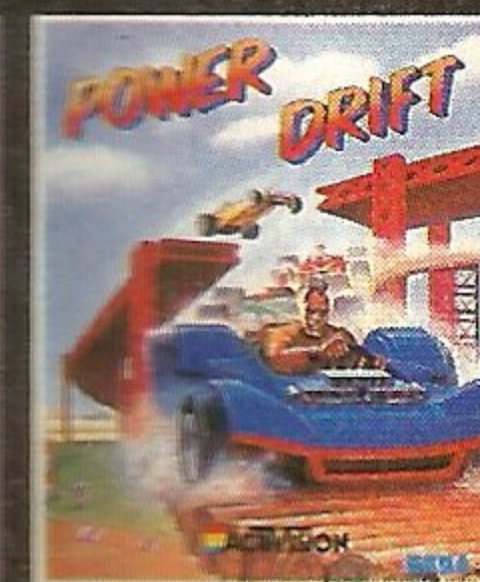
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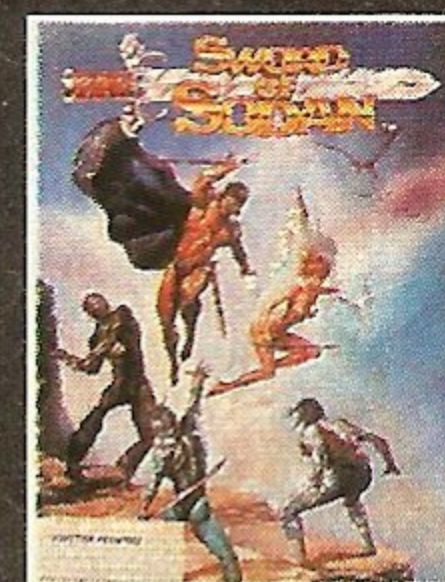
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Head full fo tips? Don't know what to do with them? Just send them in to Tip-X at the usual Games-X address. Oh, any printed will win the tipster a game. So get writing...

THUNDERFORCE III

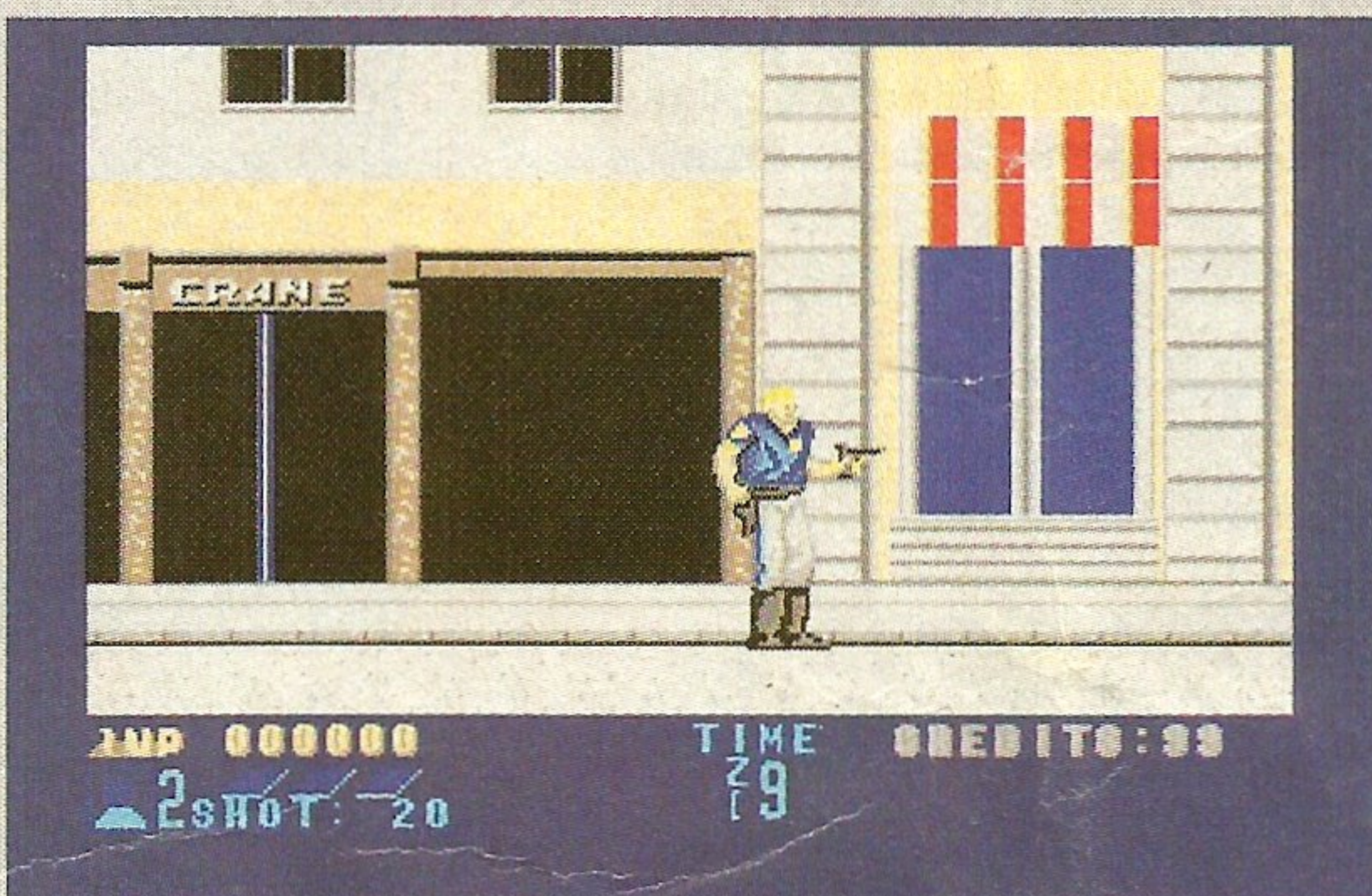
— Sega SEGA MEGA DRIVE

Here's one for you psychotic Megadrive owning shoot'em-up freaks. If you pause the game, press Up 10 times and then press down and button B to blag all of the weapons. Pretty useful huh? That should make the destruction of the universe a little bit easier shouldn't it?

E-SWAT — US GOLD Atari

When playing the game, press pause and type in the following — JUSTIFIED ANCIENTS OF MU MU. The screen will flash indicating that the cheat

mode has been activated and you will find that you have been awarded a total of 99 credits. Very useful indeed!



This is what you will receive after...



...the screen has flashed like this!

R-TYPE I

— HUDSON Engine **SOFT**

If you've got one of those freaky joy pads with a turbo fire switch on it you're in luck! Turn the turbo up to the maximum for button 1 and then boot up your 'Engine. Hold down Select and button 1 together and watch as your credits soar up to an extremely useful 21!



TEENAGE MUTANT HERO TURTLES — Game Boy

Nintendo

Wow — a Game Boy cheat! There's a rumour around that doing the following will provide you with an enormous amount of energy. Here goes...

Press pause then... up, up, down, down, left, right, left, right, button B, button A then unpause. Have you got that? Copious amounts of power are now yours.

AWESOME — PSYGNOSIS Atari

On the energy swapping screen move your little pointer thingy over the shield icon in the top left corner. Hold down the + key on the numeric keypad and then press fire.

The screen will flash once

acknowledging that the cheat is activated.

Now the number keys 1 to 0 will cycle through all of the weapons! F1 will disable the meanies and press F6 and all your energy will be restored!

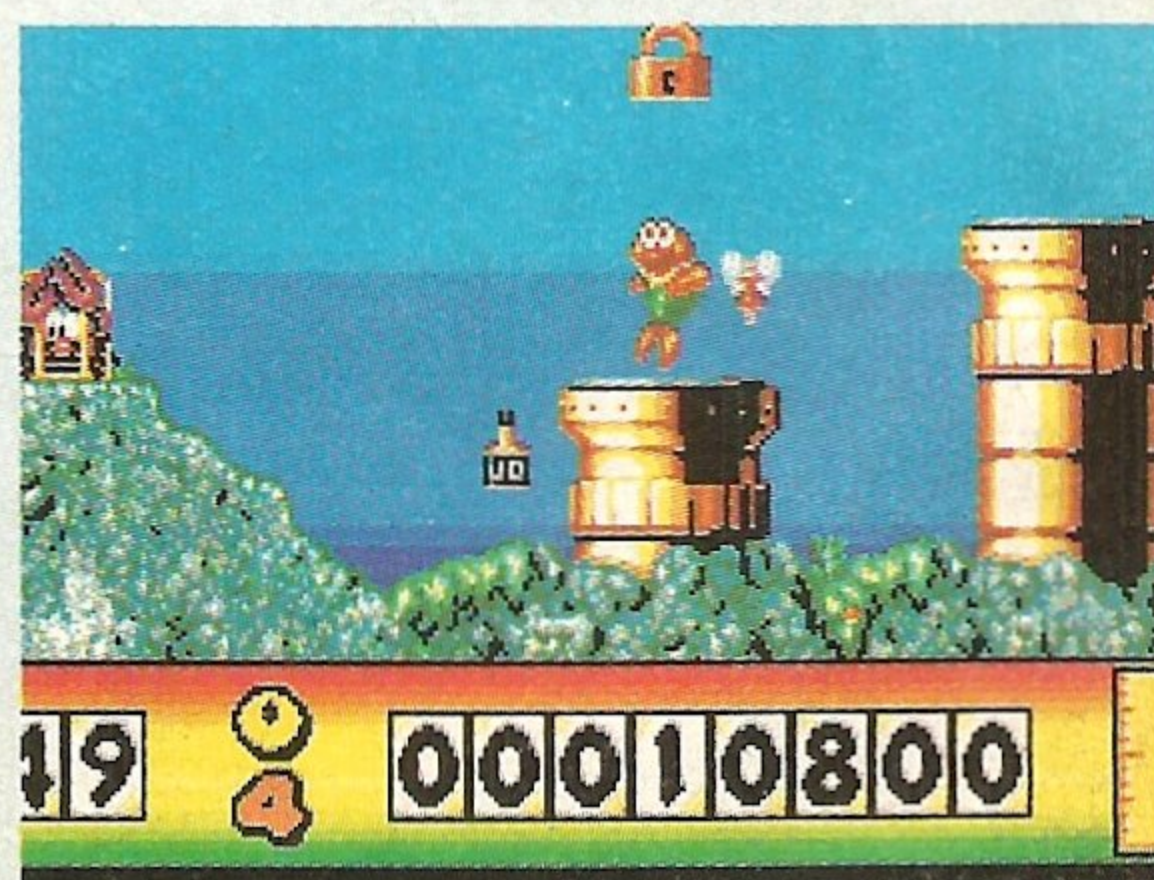


JAMES POND — Millennium Atari

Our young fishy chum can proceed much easier using these useful little titbits.

On the Amiga type in JUNKYARD and press return. If you're playing on the ST type in

MR2 and press return. Now, on both versions, you can toggle the cheat mode on and off using the return key, and you can get rid of those utterly annoying inter level locks by pressing D.



Having problems with your distributor cap? Blow-outs becoming a major problem? Supercars 2 is basically mass destruction on the roads where you have to give as good as you get in order to survive. Ignore other imitations – this is THE players guide for Gremlin's latest classic.



BUYING EXTRAS WITH YOUR WINNINGS

At the end of each race, determine whether you need to repair the damage to your car. During the first few levels this is usually at a minimum.

However, later stages may require you to completely repair the car in order to survive the next race. As a general rule, more damage will be repaired if you choose to fix something expensive.

Choose your weapons carefully. The front and rear missiles are pretty standard, and can be dodged by anyone with a little experience and skill.

Homing missiles aren't quite as effective as they sound. Instead of following the car in front, they will zoom around the centre of the circuit until they hit something.

THE TRACKS

It's best to begin on the easy courses. There are seven tracks in each level, comprising of scenery such as snow, rocks and heather, and lastly, grass. Each type of circuit will affect your car in a different way. For example, snow will make the car slide.

Make a good start and take the corners on the inside, you can usually nudge a car in front out of the way by hitting it in the side. Use the banked curves to gain speed and drive straight under any underpasses without getting stuck.

If you are huddled with a load of computer cars near a jump, wait for them to leap over before going over yourself.

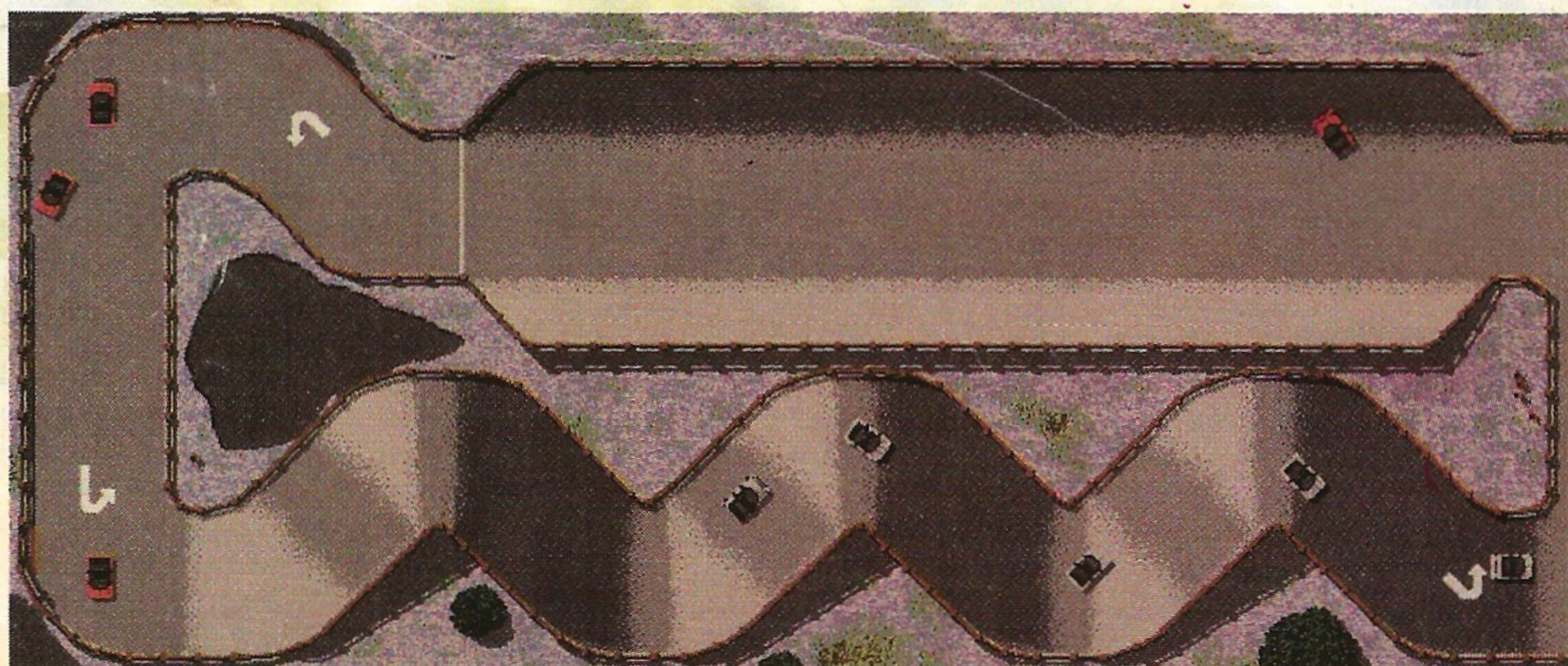


WEAPONS

The **super missiles** rotate around your car, destroying anything in the immediate vicinity.

Mines destroy cars which drive over them or are too close when the proximity fuse burns out. Other extras are mainly for defence. The **turbo boost** provides massive acceleration and top speed. There are also three grades of **armour**.

The **battering ram** bolts onto your car to cause the other road users more damage when you smash into them. Probably the best item to choose is the **engine turbo upgrade**, which increases your top speed and acceleration permanently.



Rear Missiles: anything from £150 as well

Homer: fairly expensive at approximately £1,000

Front missiles: the cheapest for around £150

Mines: pretty damn cheap for £500 each

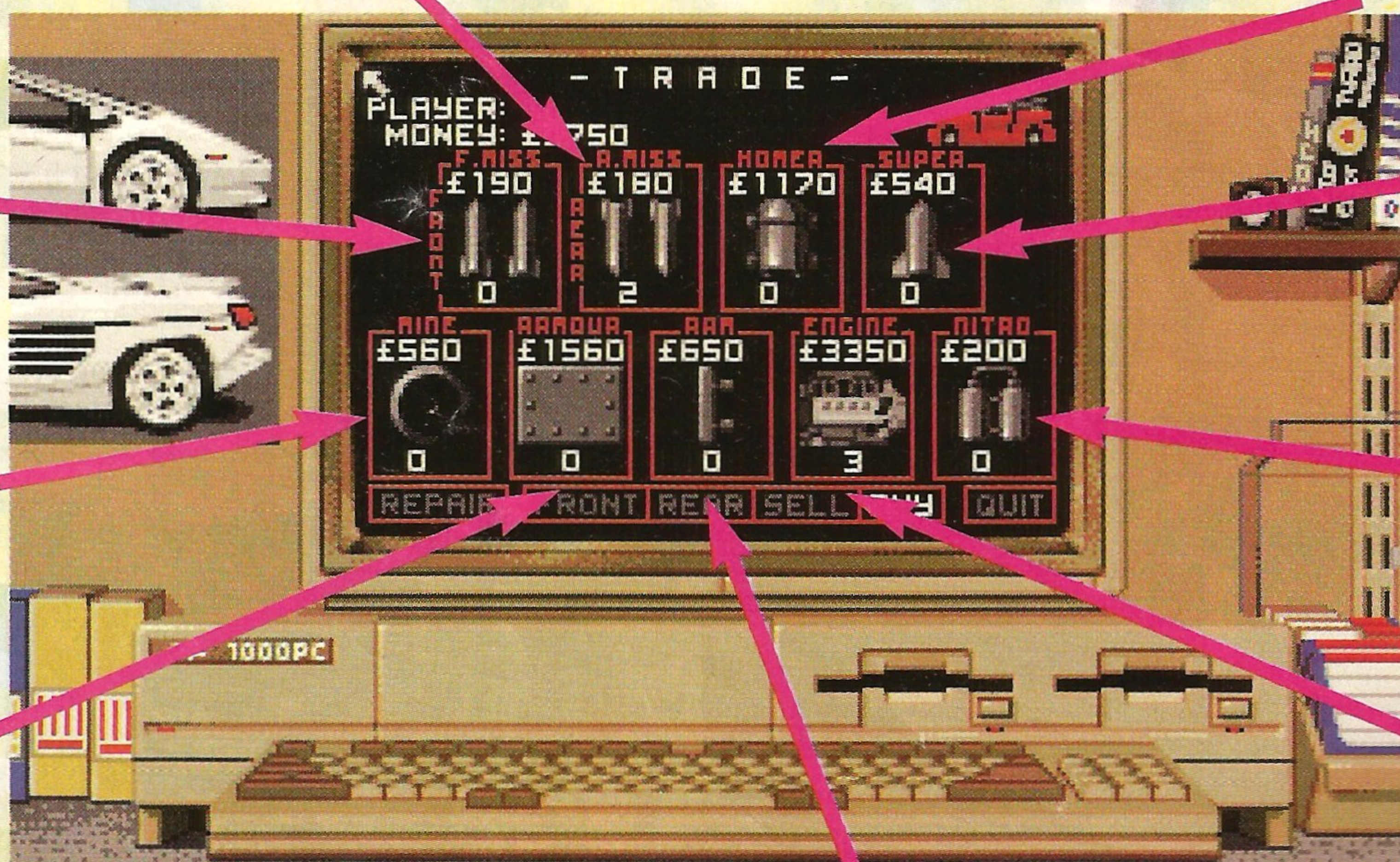
Armour: £1,500 for each grade of protection

The Super Missile: can be bought for around £500

Nitro: for one short burst, a mere £200

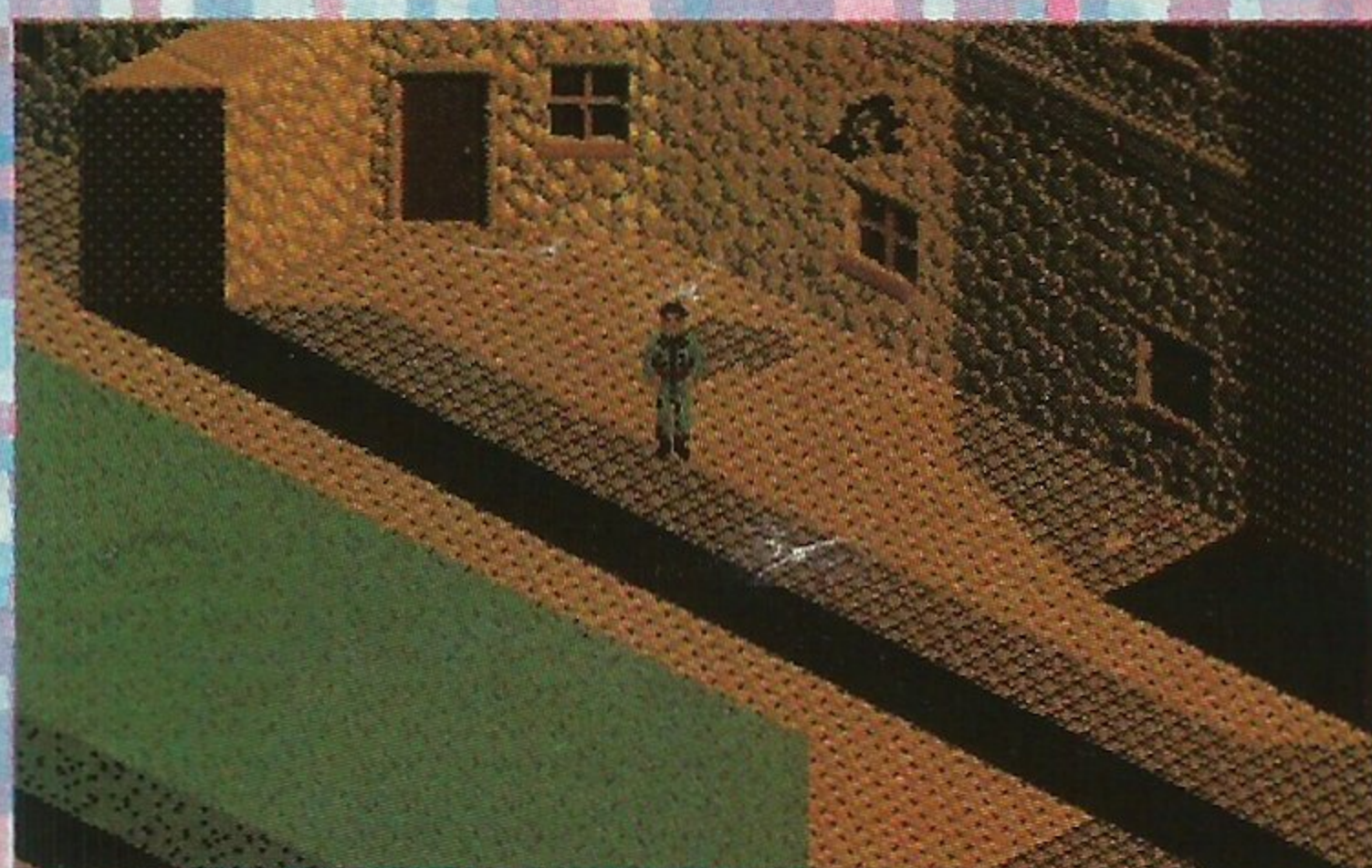
Engine Turbo: £3,000 and worth every penny

Battering Ram: a real smash at £600

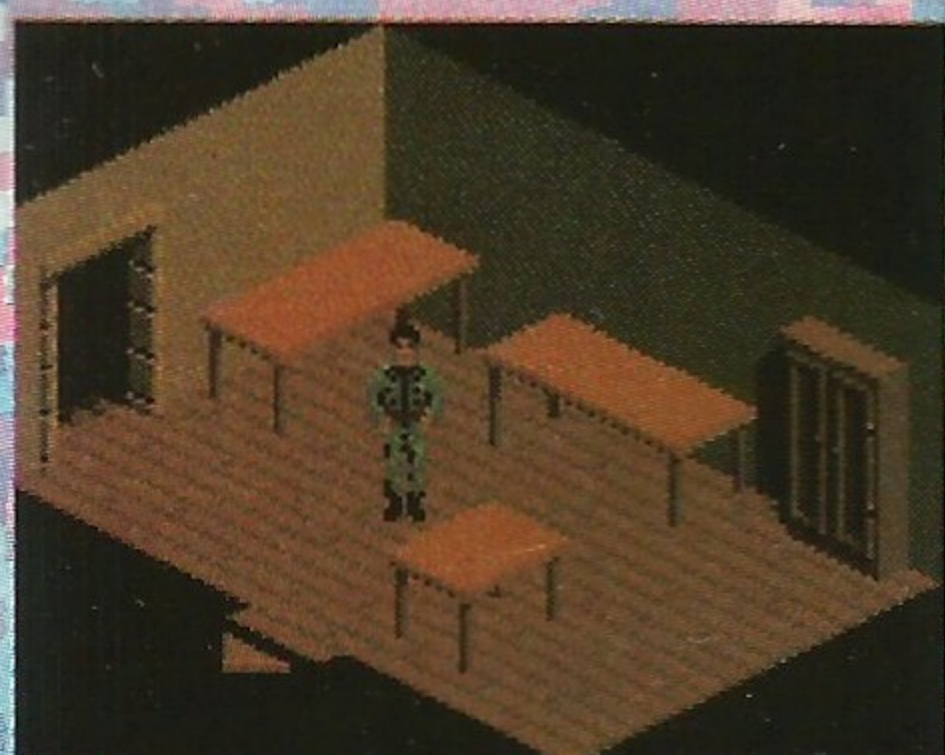


COLDITZ PLAYER'S GUIDE

To help you with the extremely complex Colditz here's a map of the ground floor and courtyard of the prison including the important facts about each room. Next week you'll find the secrets behind other floors of the building.

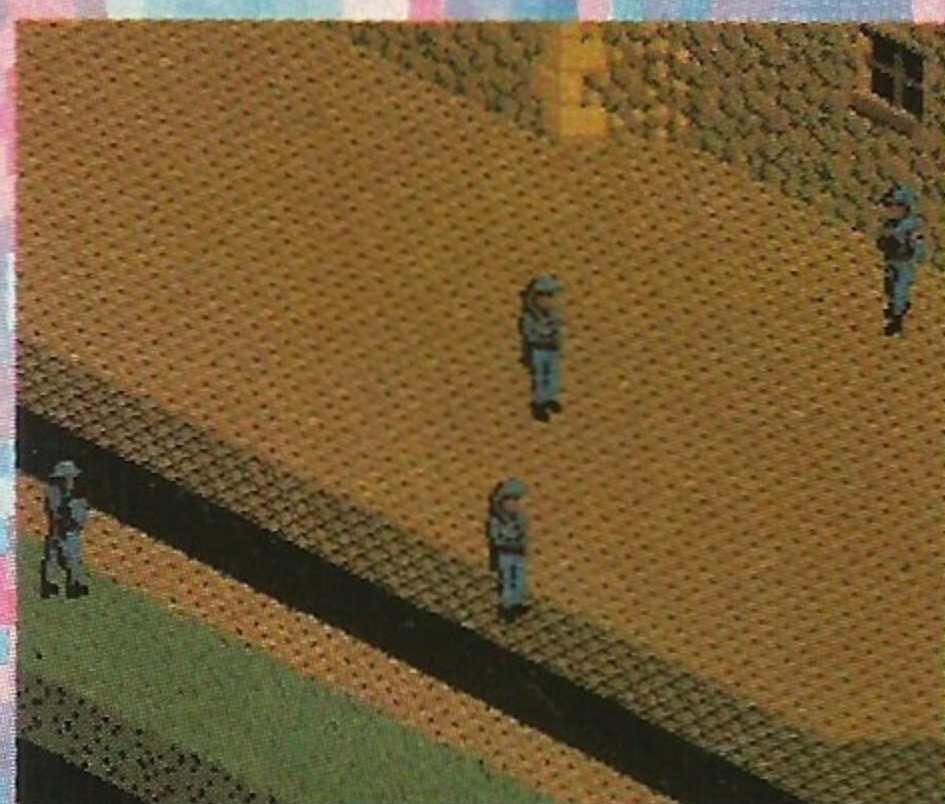


This area can be reached by both the French and American prisoners, but beware of guards spotting you. The pickaxe is required to penetrate the ground and get into the tunnel. Before entering collect the shovel as you will need it to get out at the other end. When you appear from the tunnel you'll be here. Running is advised as the place is swarming with German guards all hoping to put you in solitary. The German uniform can be used to explore the area but try to avoid other guards at all costs.

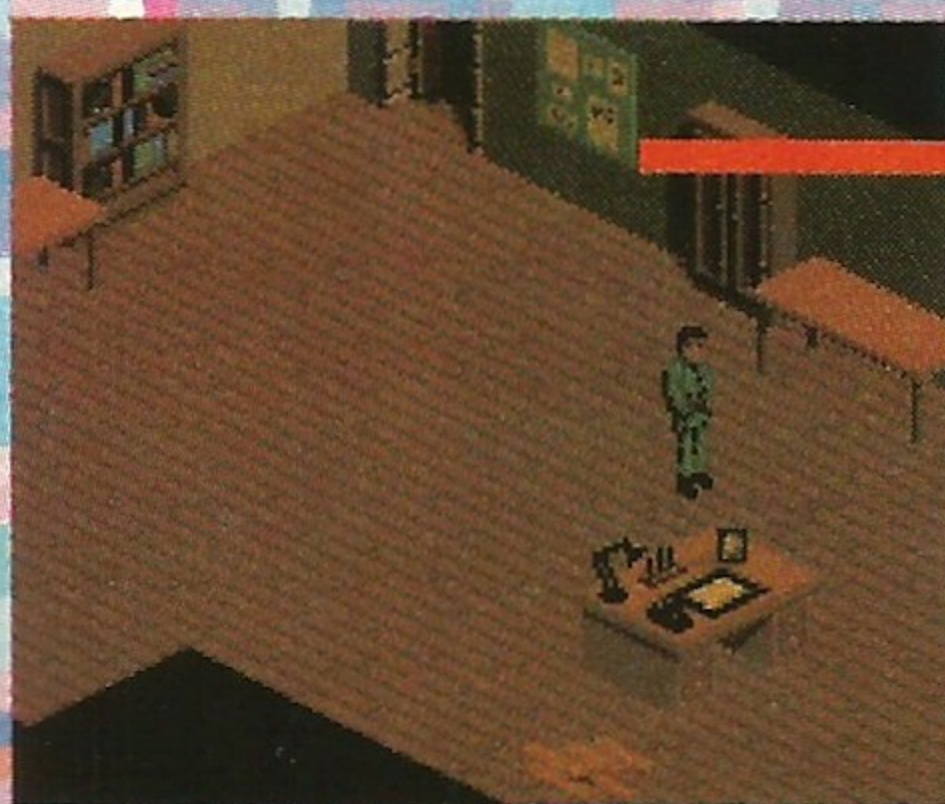


The guard house is, as you would expect, well protected. There aren't many items lying around either. It is best avoided unless you are trying to get to the tunnel entrance. The top floor joins onto the French quarters while the middle floor joins the American section.

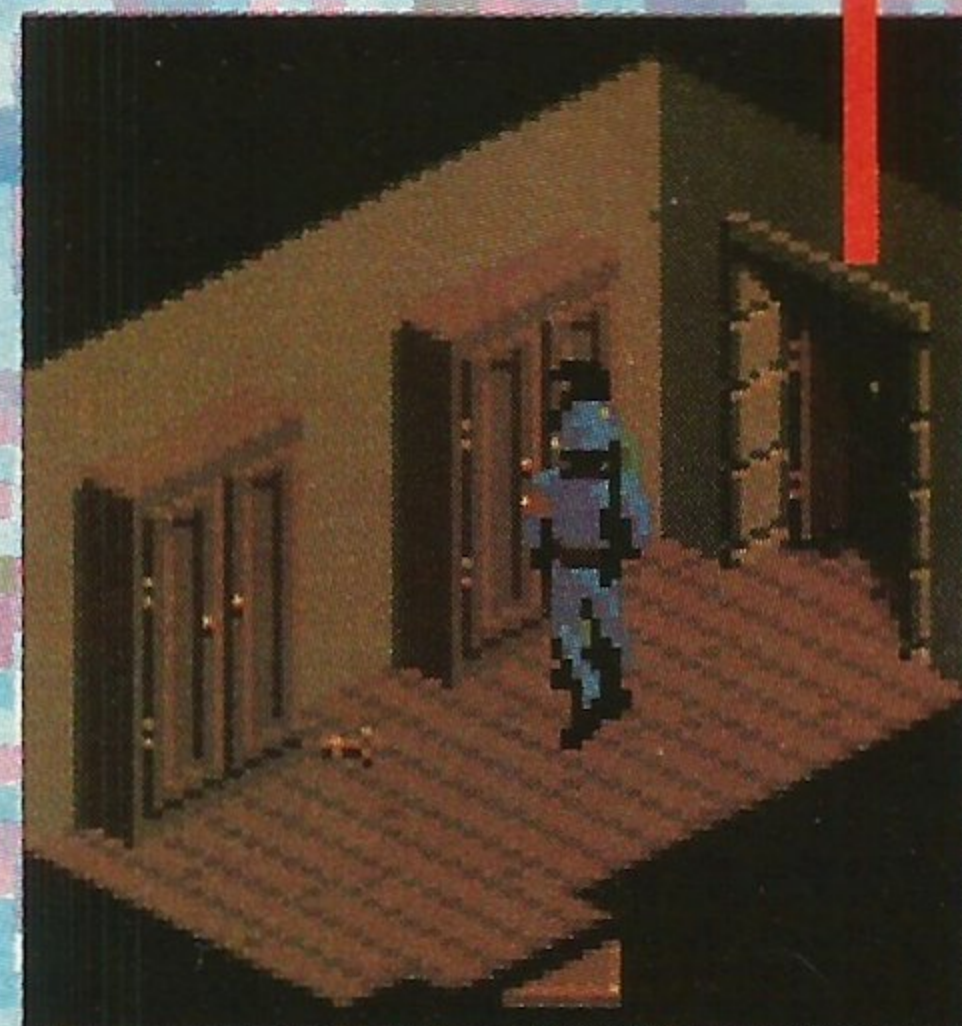
These are the solitary cells. Even though it is possible don't release any fellow prisoners as they will only be caught again while returning to their quarters.



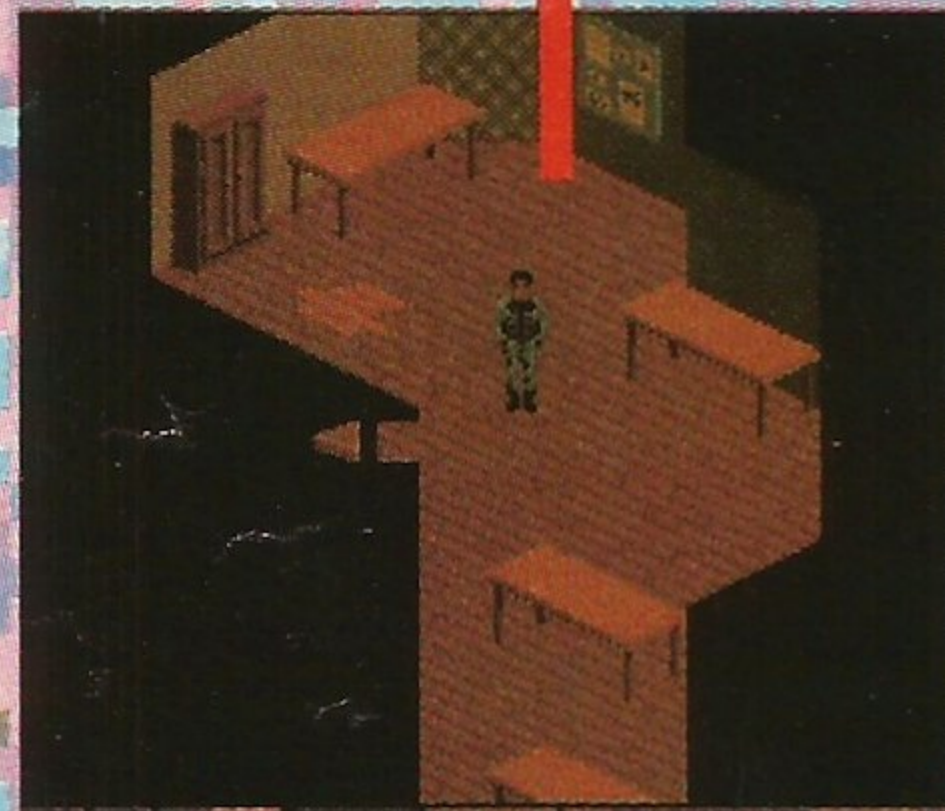
This section of the courtyard is forbidden to prisoners. Use the uniform to cross it. Also DON'T RUN, this makes you more suspicious to the passing guard. You'll be very lucky if you manage to reach a door before you're gripped by a guard and asked for identification, so try to have your pass handy, just in case!



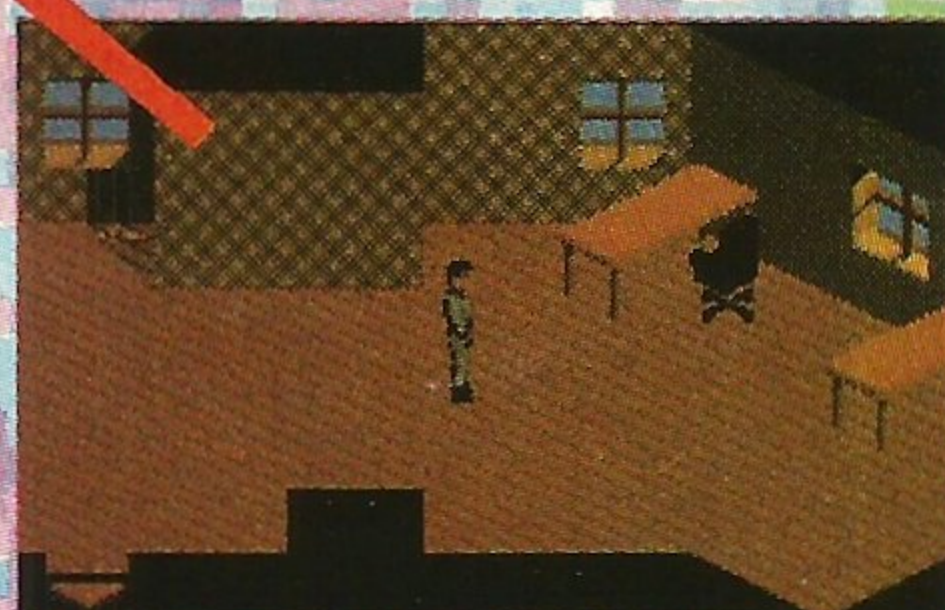
This is the easiest hole to reach as it can be accessed by the American at any time. Use the saw to rip up the floorboards but again have a shovel at the ready for the other end of the tunnel.



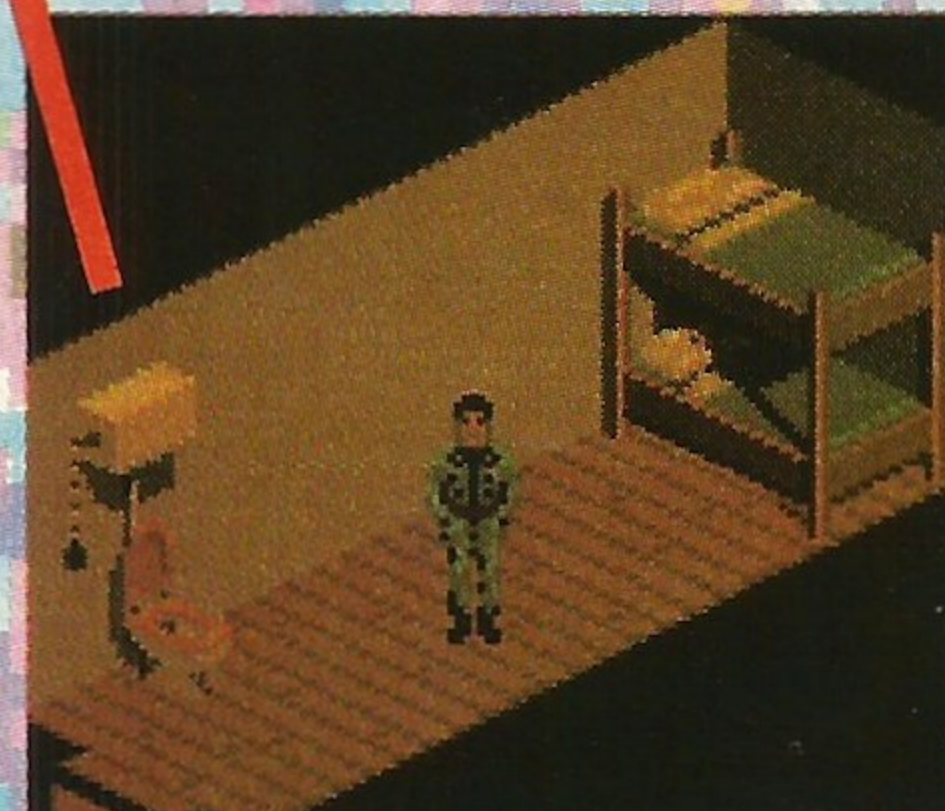
This room can be very bad for an unsuspecting prisoner as there's a guard waiting inside. Also there is a grade two key for the taking, so try to access the room from the other side if possible.



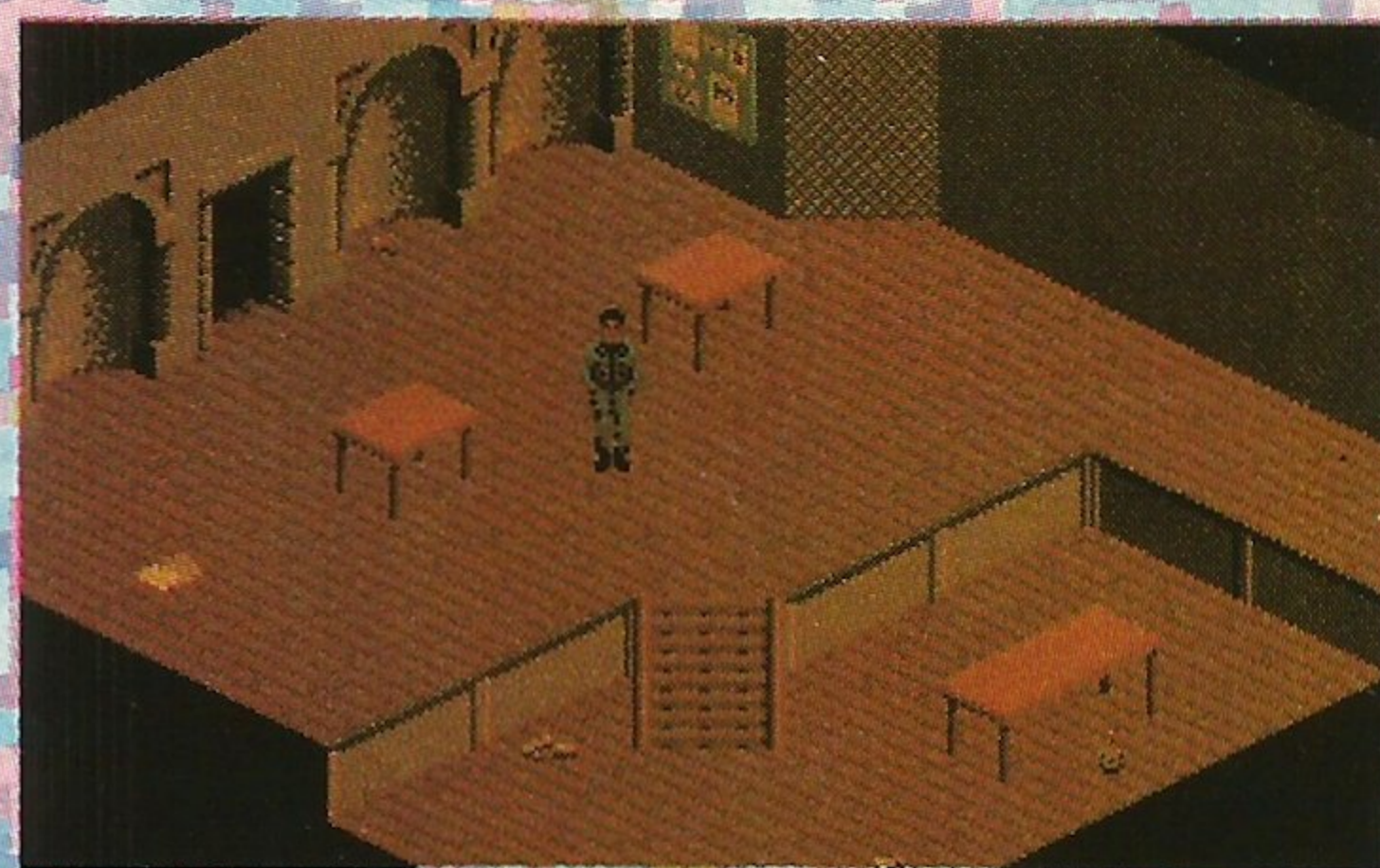
The prisoners' kitchen contains a few items of importance, but it's also a place where most beginners waste keys by entering a room they've already been in. The only advice is to be aware of the room arrangement, if you follow this advice you should only have to use three grade one keys.



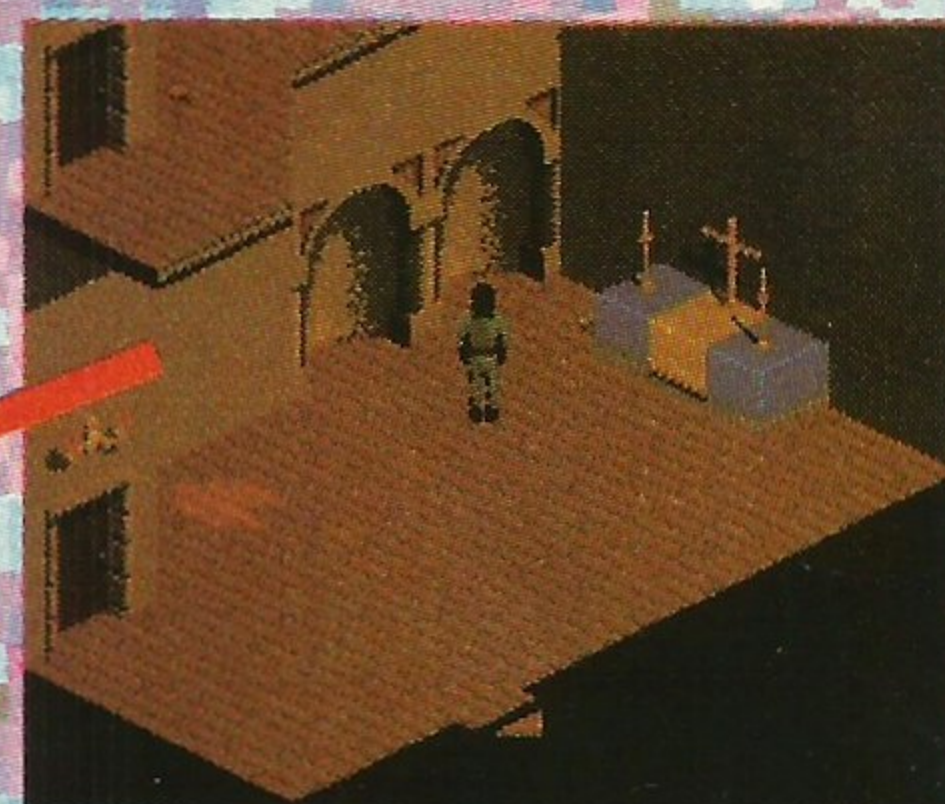
This room has two entrances, both requiring grade one keys. Inside there's a set of papers and a lock-pick. Just make sure you open only one door.



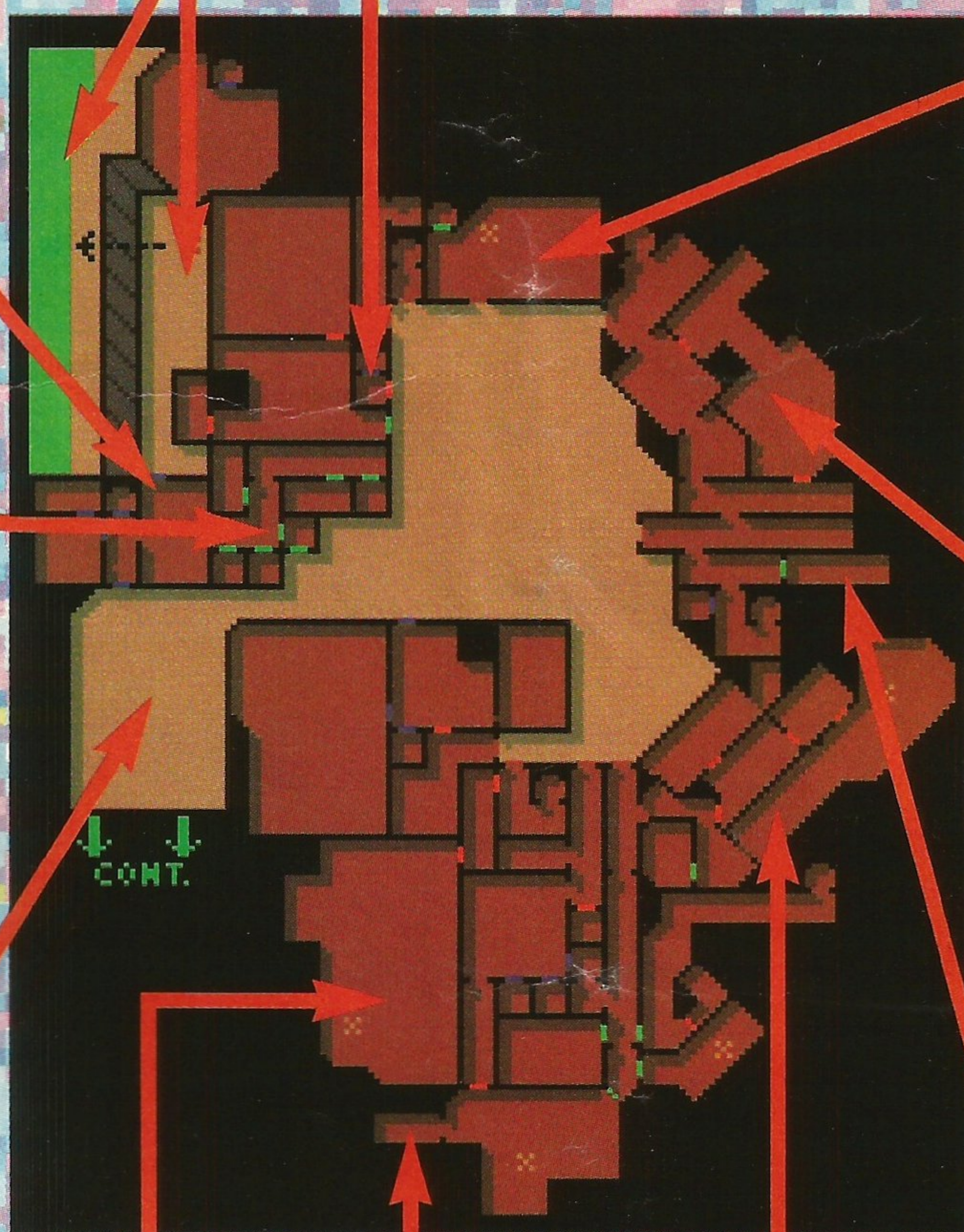
This is the British prisoner's solitary cell and he can be released. If you do reach here then try to keep him in his room until nightfall. If you get two other men into their cells, keep the free(ish) prisoner in his bed until one of the others is released because he'll still be classed as being in solitary.



Entering here is very wise because if you go down the stairs the room at the bottom is a real treasure trove. There's a collection of items including all the keys - one of each grade - a candle and a set of papers. Don't forget to check behind the table at the bottom for a lock-pick.

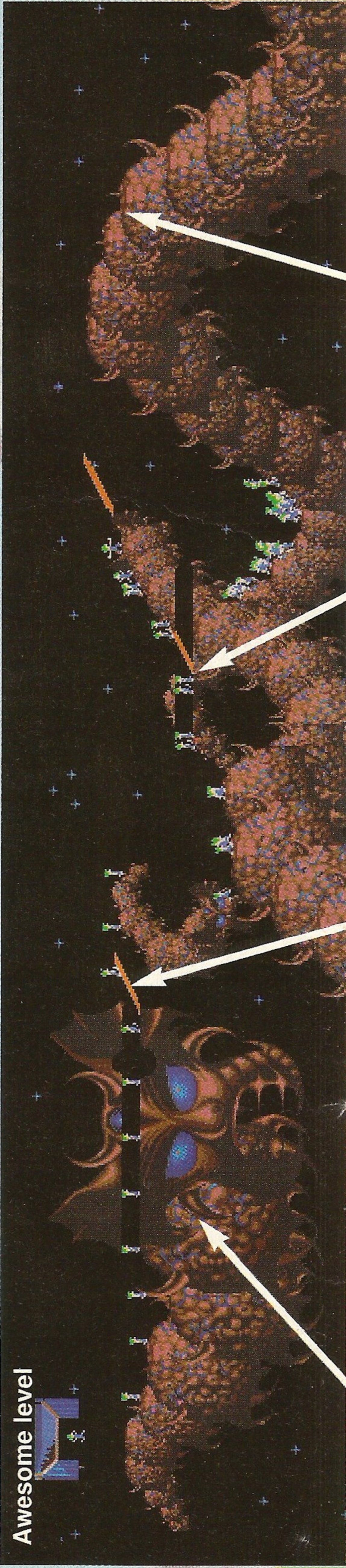


The chapel is perhaps the most bounty filled area in the prison with an assortment of keys, a saw and some papers. To get to these you will need a couple of grade two keys and one grade one at the very least. Starting on the top floor is the best way to collect everything.



LEMMINGS PLAYER'S GUIDE

Awesome level



First off, select a basher to punch his way through the space alien's head. Don't worry about blocking anyone who backtracks towards the entrance as they will be stopped by the large spike

Secondly, build a bridge across the small gap between the monsters. They will then fall off the tail, land safely and make their way up to the right

Climb to the top and make a bridge that spans from the top of the first hump to the summit of the other one

Finally, construct another bridge which goes from the second spike down to the top of the head - making sure you build over the talon. Release any Lemmings you may have blocked earlier and complete the level

Menacing level



Choose a puncher so he whacks his way through both the clenched fist and the rotting skull. One basher should be sufficient

Having blocked off the main bulk of the lemmings from both the front and the rear, continue clearing your way through the ribcage using bashers

Start building on the very tip of the floor and continue until you pass over the chasm

To get up to the exit, start building around here. If a lemming stops building the bridge, wait until he climbs to the top of the tentacles and start building again. Release the lemmings and watch them run home

Level 30 Mayhem



This is the hardest level you'll come up against. Build across the trap that falls from the ceiling above

Punch through the mountain, and remember to leave a blocker to stop the main horde of lemmings from following you

With your lone lemming, build across the huge gap from the exit of the tunnel to the top of the bridge. You will probably have to select builder at least five times

Having landed on the bridge, use a miner to dig diagonally down when nearing the end. When you reach the sheer face, make him build over the long drop below. Release the others and half of the lemmings should now be free to carry on

Build up over the sheer face in order to make it to the final exit

Having bridged up the side of the small cliff, punch through the hilltop. From the other side, build all the way across to the other side of the lake

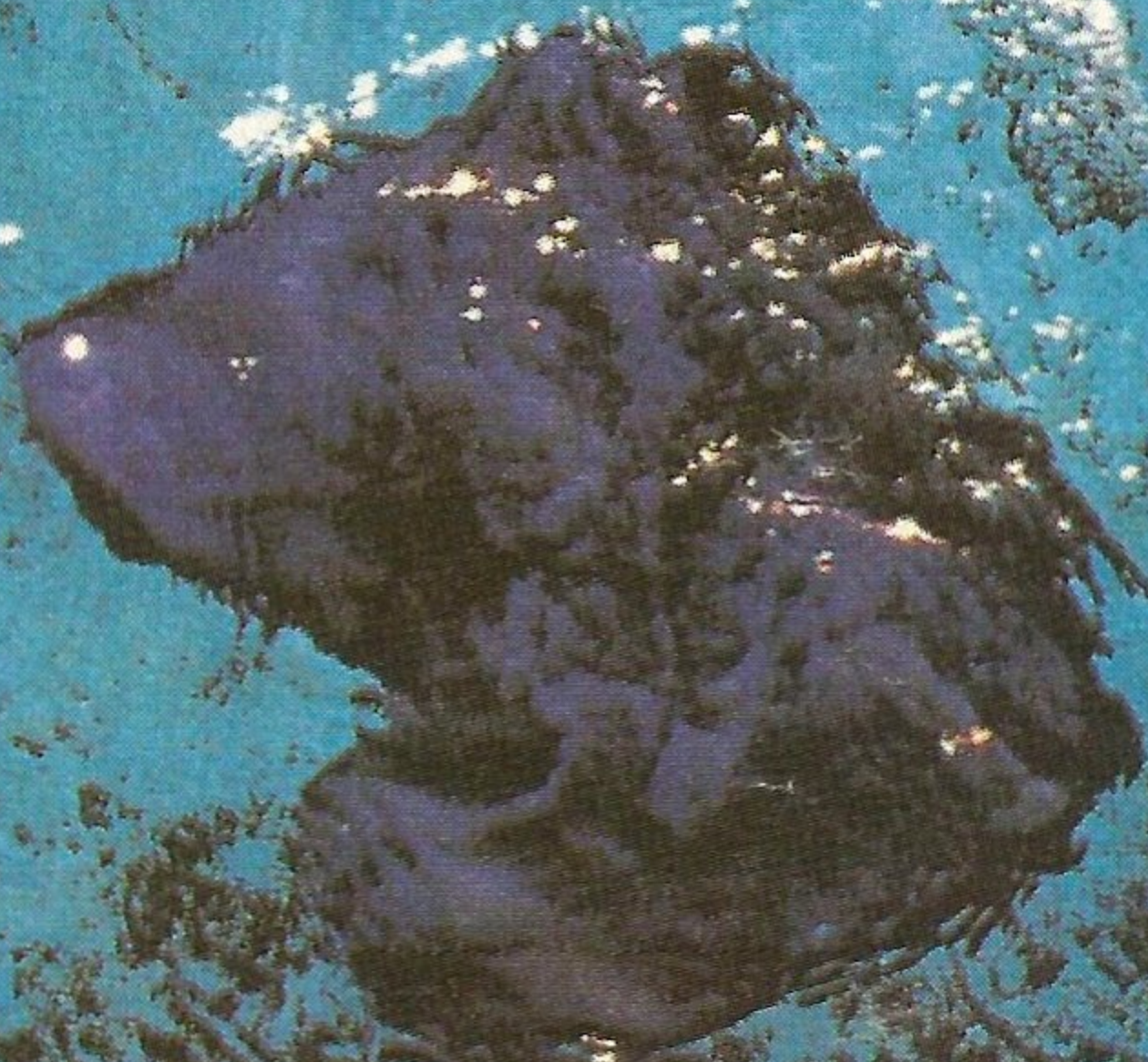
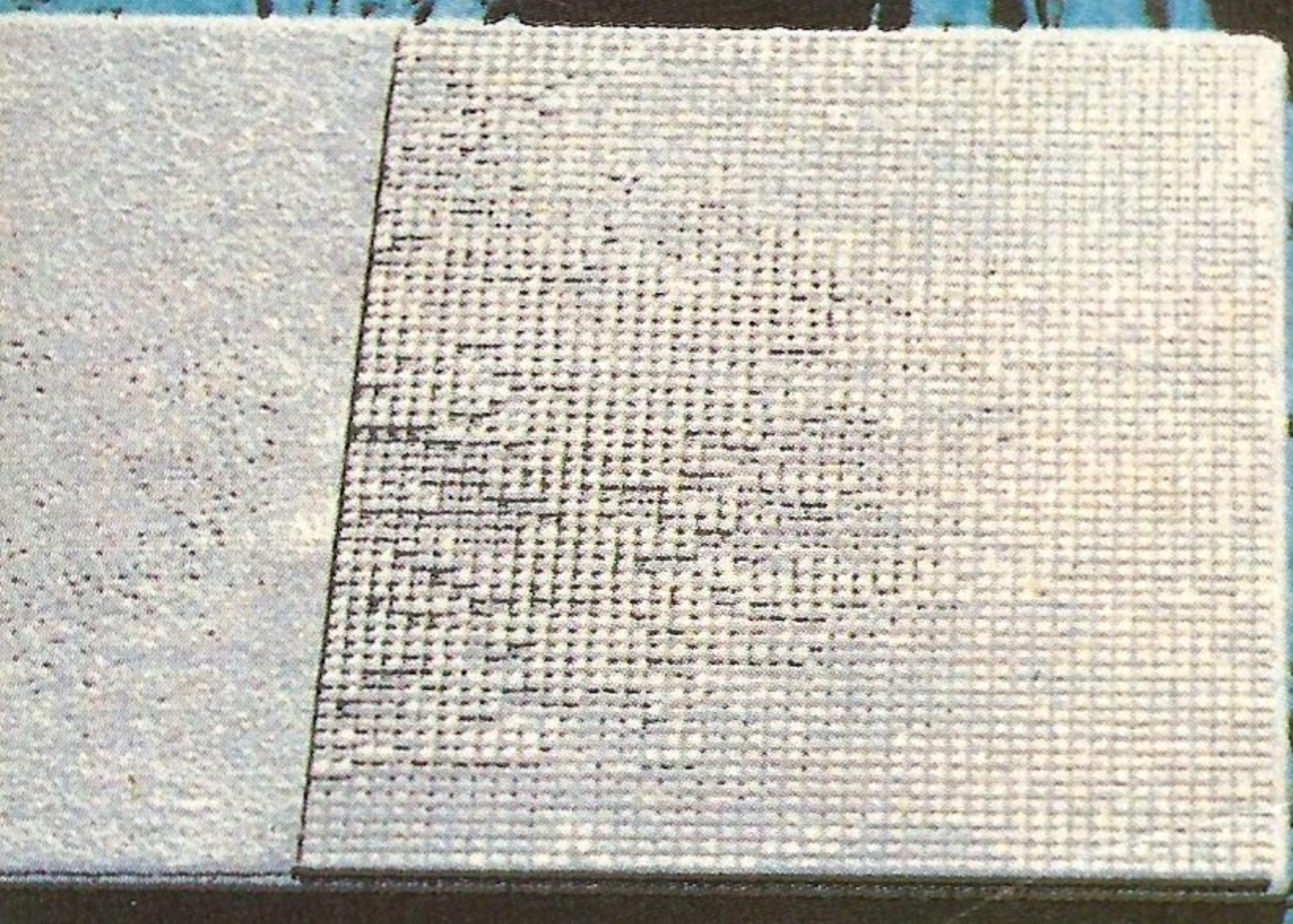
To avoid the 10 ton weight, simply make a bridge over the pressure pad at the bottom of the trap

Either dig down or parachute off the side of the arch. With the lone lemming, build into the side of a hill. This will make him turn around, allowing him to punch through the one-way wall and the other block

At the same time as building and punching away at the land over on the other side, construct a massive bridge that will carry you to the top of the arch. Place a blocker so only one lemming makes it to the top

GENERAL TIPS

- 1 Whenever you use a bridge-builder, listen out for the clinks of the pick-axe as it means he will stop building soon.
- 2 Don't block on a bridge as the resulting explosion as you destroy will leave a gaping hole in your new construction.
- 3 If you make a lemming both a climber and a para-lemming, he will then become an athlete.
- 4 On levels without blockers, it is sometimes possible to use a digger or miner to hold the rodents in a confined space while you work out how to carry on.



Have a break.

Exclusive! Machine specific full price software sales charts exclusive



Those ever manic **Lemmings** have done it again. Not only do they take first place in the All Formats chart, they are also managing to keep hold of the top on the Amiga and even the ST. Watch out for them soon on the PC compatible machines.

The Oliver Twins have never had it so good, with **Magic Land Dizzy**, **Fantasy World** and **Treasure Island Dizzy** all in the Budget top ten, and the highly-popular **Dizzy Collection** taking the number one spot on the Spectrum and the Amstrad CPC.

Ocean are faring well in all of the different formats, with their **Power Up** compilation, **Total Recall** and **Robocop 2** all holding their ground.



The **Turtles** are still hanging in there on practically every format available – when will this invasion come to an end? Despite falling in popularity

to the likes of Bart Simpson, the game is still thoroughly popular.

Loads of old classics are making a come back in the Budget Chart. The ancient arcade hit **Paperboy** is riding high, as is **Operation Wolf**, with the racing games **Continental Circus** and **Out Run** battling it out behind.

Gauntlet 3 gets an early start in popularity on the old PC format. No doubt when the other versions of the game are released we will see this one dominating pretty much everything.

No change on the Commodore 64 as System 3's **Last Ninja 3** keeps hold of the number one spot, and **Viz**, the game you either love or hate (to coin a

1	◆	LEMMINGS House: PSYGNOSIS Team: DMA DESIGN
2	▲	SPEEDBALL 2 House: IMAGEWORKS Team: BITMAP BROTHERS
3	▲	PGA TOUR GOLF House: ELECTRONIC ARTS Team: LEE ACTOR
4	▲	POWER UP House: OCEAN Team: VARIOUS
5	▲	VIZ House: VIRGIN Team: PROBE
6	▲	NAM House: DOMARK Team: MATTHEW STIBBE
7	▼	SWIV House: STORM Team: RANDOM ACCESS
8	★	BARDS TALE 3 House: ELECTRONIC ARTS Team: INTERPLAY
9	★	TURRICAN 2 House: RAINBOW ARTS Team: SCHMIDT, ESCHER AND TRENZ
10	▼	FINAL WHISTLE House: ANCO Team: STEVE SCREECH

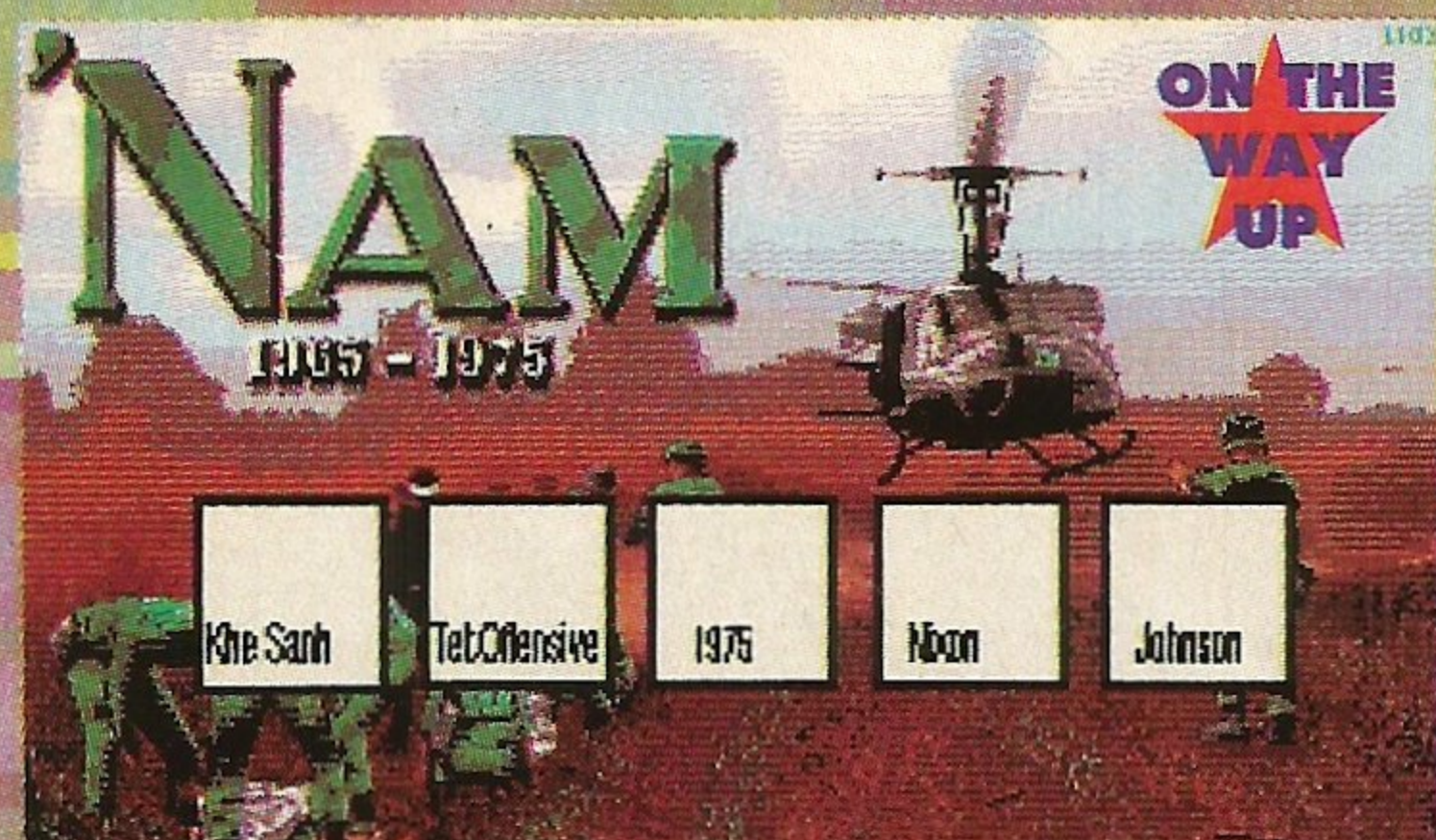
1	★	LEMMINGS House: PSYGNOSIS Team: DMA DESIGN
2	▼	FINAL WHISTLE House: ANCO Team: STEVE SCREECH
3	▼	VIZ House: VIRGIN Team: PROBE
4	▲	POWER UP House: OCEAN Team: VARIOUS
5	▲	F19 STEALTH FIGHTER House: MICROPROSE Team: MPS LABS
6	▼	TURRICAN 2 House: RAINBOW ARTS Team: SCHMIDT, ESCHER AND TRENZ
7	▼	SPEEDBALL 2 House: IMAGEWORKS Team: BITMAP BROTHERS
8	★	CASTLE MASTER House: DOMARK Team: INCENTIVE
9	◆	KICK OFF 2 House: ANCO Team: STEVE SCREECH
10	★	TEENAGE MUTANT HERO TURTLES House: IMAGEWORKS Team: PROBE

1	◆	LAST NINJA 3 House: SYSTEM 3 Team: IN HOUSE
2	◆	VIZ House: VIRGIN Team: PROBE
3	▲	CREATURES House: THALAMUS Team: APEX BROTHERS
4	◆	DIZZY COLLECTION House: CODE MASTERS Team: OLIVER TWINS
5	▼	TEENAGE MUTANT HERO TURTLES House: MIRRORSOFT Team: PROBE
6	★	BIG BOX House: BEAU JOLLY Team: VARIOUS
7	▲	TURRICAN 2 House: ANCO Team: SCHMIDT, ESCHER AND TRENZ
8	▼	SUPER MONACO GRAND PRIX House: US GOLD Team: ZZKI
9	★	SYSTEM 3 PREMIER COLLECTION House: SYSTEM 3 Team: VARIOUS
10	▼	LOTUS TURBO CHALLENGE House: GREMLIN GRAPHICS Team: MAGNETIC FIELDS

1	◆	DIZZY COLLECTION House: CODE MASTERS Team: OLIVER TWINS
2	★	BACK TO THE FUTURE 3 House: IMAGEWORKS Team: PROBE
3	▼	TEENAGE MUTANT HERO TURTLES House: IMAGEWORKS Team: PROBE
4	▼	ROBOCOP 2 House: OCEAN Team: SPECIAL FX
5	▲	F16 COMBAT PILOT House: DIGITAL INTERGRATION Team: DI
6	★	SWIV House: STORM Team: RANDOM ACCESS
7	★	POWER UP House: OCEAN Team: VARIOUS
8	★	EMLYN HUGHES SOCCER House: AUDIONGENIC Team: IN HOUSE
9	★	SUPER MONACO GRAND PRIX House: US GOLD Team: ZZKI
10	▼	TOTAL RECALL House: OCEAN Team: O'ROUKE AND EARL

lusively compiled for Games-X by Gallup

H A R T S



phrase) keeps hold of number two! Will we see a change soon?

Finally we eagerly await Gods. This product is



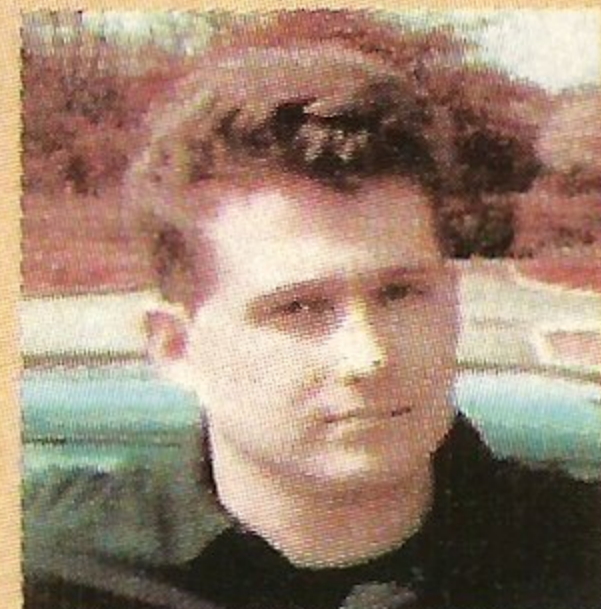
HOT, and deserves to go straight into number one. However, being on the Amiga only, it might not guarantee success on the All Formats top 20.

TEAM TALK

Everybody is going ape over one game this week, and that is Renegade's Gods. Alex is addicted to the game, and is currently working on a player's guide for a future issue. Also he's very close to finishing Space Quest 4 on the PC.

Hugh, John and Nick are playing Super Mario World on the Super Famicom, although they can't seem to progress past the first world. Chris is considering taking the joypads away so some work will actually be produced.

Leslie has been playing with a pair of Super Mario 3D viewfinders and has been running around the office, pretending he's Mario's brother, Luigi.



1	★	DIZZY COLLECTION House: CODE MASTERS Team: OLIVER TWINS
2	▼	TEENAGE MUTANT HERO TURTLES House: IMAGEWORKS Team: PROBE
3	★	BACK TO THE FUTURE 3 House: IMAGEWORKS Team: PROBE
4	◆	TOTAL RECALL House: OCEAN Team: O'ROUKE AND EARL
5	▲	POWER UP House: OCEAN Team: VARIOUS
6	▼	GOLDEN AXE House: VIRGIN Team: PROBE
7	★	FISTS OF FURY 2 House: VIRGIN Team: VARIOUS
8	★	HOLLYWOOD COLLECTION House: OCEAN Team: VARIOUS
9	▼	BIG BOX House: BEAU JOLLY Team: VARIOUS
10	▼	SUPER MONACO GRAND PRIX House: US GOLD Team: ZZKJ

1	▲	GAUNTLET 3 House: US GOLD Team: SOFTWARE CREATIONS
2	▲	SIM EARTH House: OCEAN Team: MAXIS
3	▼	COLOSSUS CHESS X House: CDS Team: IN HOUSE
4	▲	ELECTROCOP House: US GOLD Team: GREG OMI
5	▲	LINKS House: ACCESS Team: VANCE COOK
6	★	KICK OFF 2 House: ANCO Team: STEVE SCREECH
7	★	DAILY DOUBLE House: CDS Team: IN HOUSE
8	▼	F19 STEALTH FIGHTER House: MICROPROSE Team: MPS LABS
9	★	WING COMMANDER House: MINDSCAPE Team: ORIGIN
10	★	TEENAGE MUTANT HERO TURTLES House: IMAGEWORKS Team: PROBE

1	◆	MAGIC LAND DIZZY House: CODE MASTERS Team: OLIVER TWINS
2	◆	DOUBLE DRAGON House: MASTERTRONIC Team: BINARY DESIGN
3	▲	FANTASY WORLD DIZZY House: CODE MASTERS Team: OLIVER TWINS
4	▼	PAPERBOY House: ENCORE Team: NEIL BATE
5	▲	TREASURE ISLAND DIZZY House: CODE MASTERS Team: OLIVER TWINS
6	◆	OPERATION WOLF House: HIT SQUAD Team: OCEAN FRANCE
7	▲	QUATTRO ADVENTURE House: CODE MASTERS Team: VARIOUS
8	▼	KWIK SNAX House: CODE MASTERS Team: VARIOUS
9	▲	CONTINENTAL CIRCUS House: MASTERTRONIC Team: TEQUE
10	◆	OUT RUN House: KLASSIX Team: PROBE
11	▼	FORGOTTEN WORLDS House: KIXX Team: ARC
12	★	KICK House: ANCO Team: STEVE SCREECH
13	▼	SPITTING IMAGE House: HIT SQUAD Team: VECTORDEAN
14	▼	SUPER SCRAMBLE SIMULATOR House: KIXX Team: MAGNETIC FIELDS
15	★	CJ'S ELEPHANT ANTICS House: CODE MASTERS Team: GENESIS

- ★ New Entry
- ▲ Climber
- ◆ Non mover
- ▼ Faller
- ★ Re-Entry

All Games-X charts are compiled by Gallup Ltd, and are copyright of European Leisure Software Publishers Association.

Weekly PC chart is not available so here's the monthly chart instead!

Skull & Crossbones



Avast there ye lily-livered swabs! It's time to prove your manhood in a bloodthirsty battle to the death with the Evil Sorcerer and his henchmen.

Hoist the Jolly Roger and set sail through strange and exotic lands with your old shipmates Red Dog and One Eye. Shipmates they may be, but trust them not ... tempers soon flare in head to head clashes over the spoils of your piracy.

Skull & Crossbones is the most blood-curdling arcade game on the market – not for the faint-hearted! Blood flows, razor-sharp cutlasses hack through the flesh of hideous opponents, arms and legs are ... AAARGH ... it's just disgusting!

There's treasure, jewels, gold and lusty wenches to be captured and ghastly creatures to be stabbed.

It's a rough and dirty job – and we all want to do it!

MORE SAVAGE THAN BARBARIAN ... MORE BLOODY THAN PRINCE OF PERSIA...

MORE LAUGHS THAN ... NEW PRINT SHOP!

Get it now – but don't, please don't show your grandmother.

TENGEN
The Name in Coin-Op Conversions

© 1991 TENGEN Inc. All rights reserved.™ Atari Games Corp. Artwork & Packaging
© 1991 Domark Software Ltd. Published by Domark Software Ltd. Ferry House,
51-57 Lacy Road, London SW15 1PR Tel: 081-780 2224. Programmed by: Walking Circles
Available on: Amiga, Atari ST, IBM PC 3.5" & 5.25", Commodore 64, Spectrum, Amstrad.
Amiga Screenshots.

DOMARK

BLOCKED BY BARLOOM

I have been playing Shadow of the Beast 2 from Psygnosis for some time but now I have come to a halt. I cannot find the password to give to Barloom and therefore I can't get any further in the game. Please can you give me the password?

Michael Unreadable-Surname, Essex.

Dr X: No, I won't give the password cos I'm a git. However, I'll tell you how to get it. There are two dragons: Barloom, the friendly beast of the West, and



secondly, the evil lizard of the East. To get the password you must defeat the Evil One and release the man he is holding captive.

Having recovered from the blow, the frail man will whisper the password in your ear – and probably slip his tongue down there if you're lucky.

DITHERING DUNGEONEER

I hope you will be able to help with my problem (oh no, not another 'I've got this strange rash...' - Dr X). I own an Atari ST and



the game I'm having difficulty with is Dungeon Master.

I've been playing DM for ages (so has Alex, especially Enjoy The Silence - Dr X) but I can't get past the horde of worms at the end of level four. It's possible to kill some using the gate by the room with the Screemers in, but eventually they overpower me.

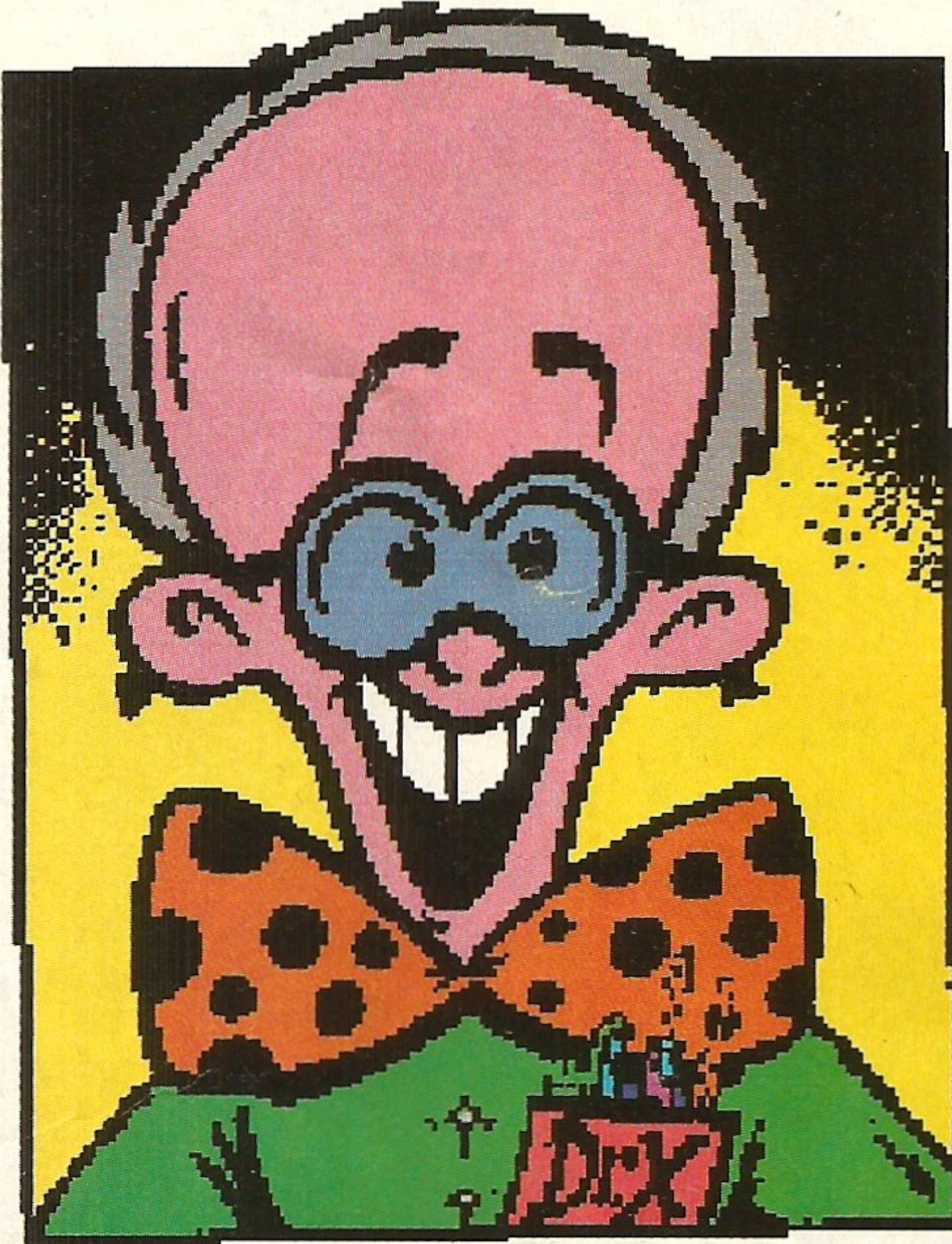
J Benbow, Cardiff.

Dr X: I once had a problem with people overpowering me, but more about my ex-girlfriend later. I suggest you stop fiddling with your little worm and think over your strategy. What I'm about to give away is top secret – well, not really.

In case you didn't know, the FUL YA BRO casts a fireball spell. As long you practise this throughout the earlier stages of the game, killing the worms should be far easier. Concerning the Screemers, clear the room first, then release the worms and allow them to follow you back to the gate.

DREARY DPAIN

It's not an end-of-level twelve eyed indestructible green slimy creature from the planet Mars that's bothering me, oh no Missus (Wot no brain cells? - Dr X), something far worse than that (Gasp, surely not - Dr X). I have found a sure way to get my

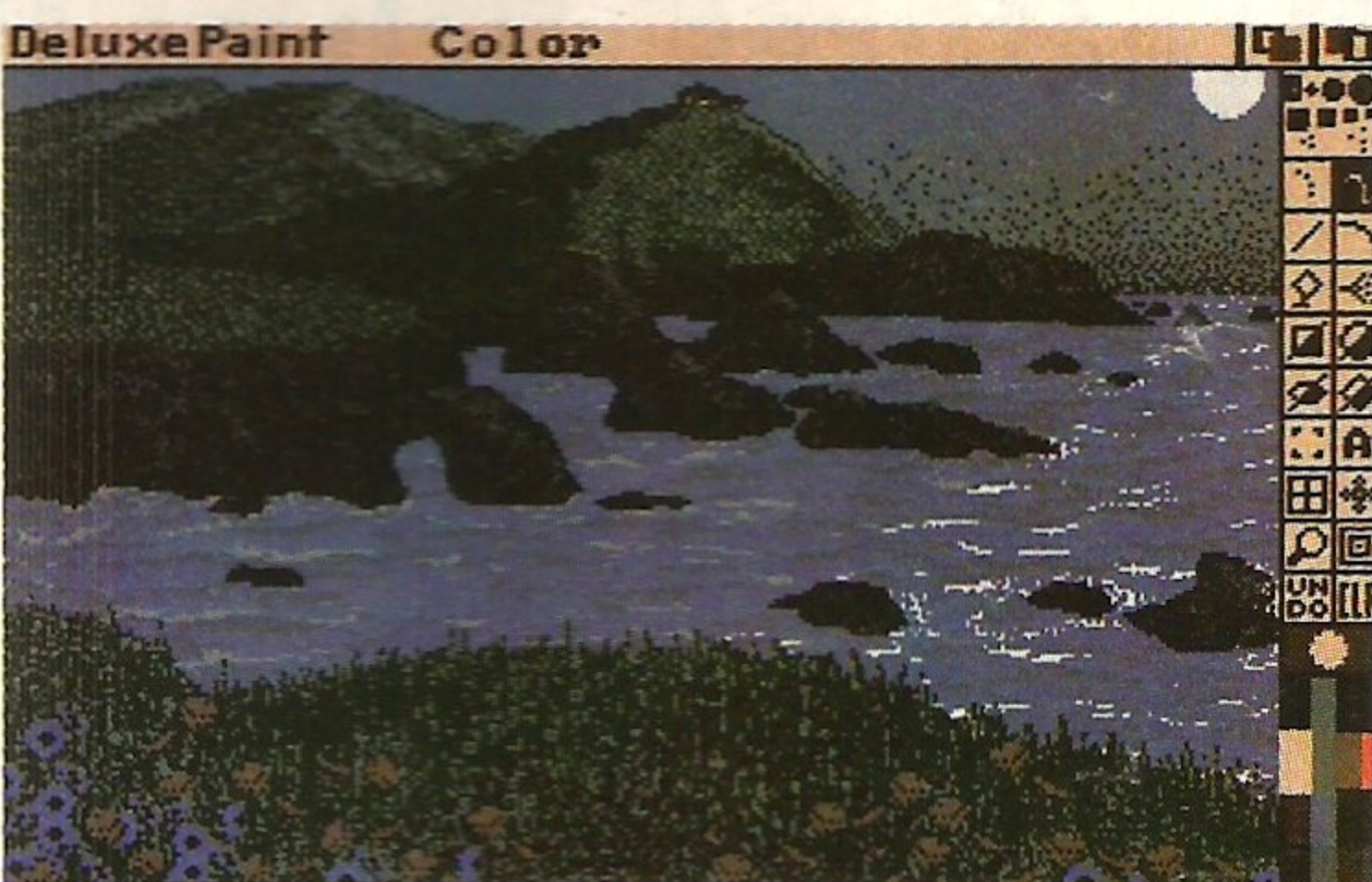


DrX

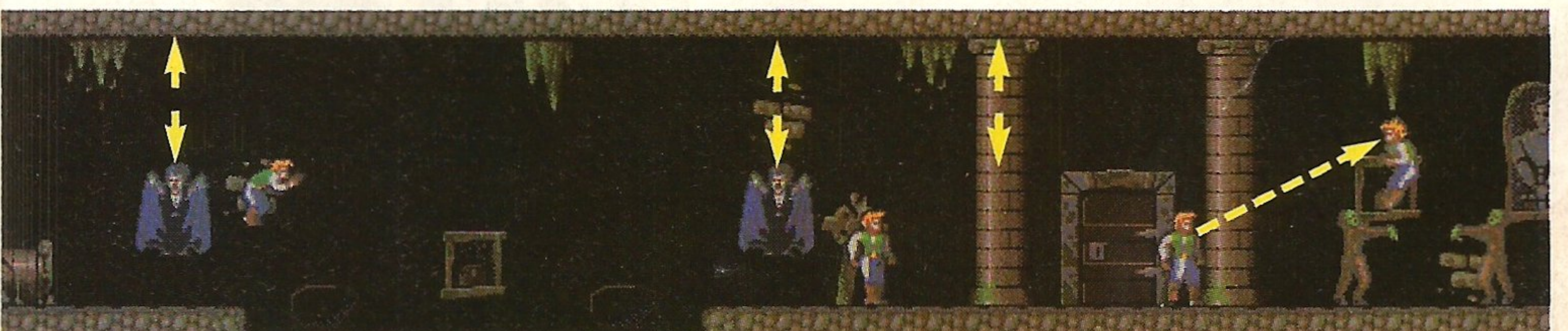
Yep, it's your favourite part of the mag with me, Dr X, as your host. This is the chance for you to ask questions about a game which is proving to be difficult, or a particularly hard stage which is driving you to distraction.

The solutions we give aren't cheats, so don't bother asking for them. Write to Dr X, Games-X, Europa House, Adlington Park, Macclesfield, Cheshire, SK10 4NP. That's it for now – read on and keep those letters coming in.

Amiga to sit cross-legged (Funny, I've never seen an Amiga with legs - Dr X) and meditate. Simply insert Deluxe Paint 2 in the



drive. The problem occurs when a saved picture is loaded onto the screen. It's impossible to get the palette showing - why



is this? My project has nearly come to a stop because of this.

James 'What a sense of humour I've got' Brooks, Bognor Regis.

Dr X: Yawn, was this help for DPaint you wanted? Just to show what a massive IQ I have, here's the solution. I'm not really sure what your problem is, but try pressing F10, as that usually makes the palette tools appear. I've tried it and it and definitely works. Trust me, I'm a doctor.

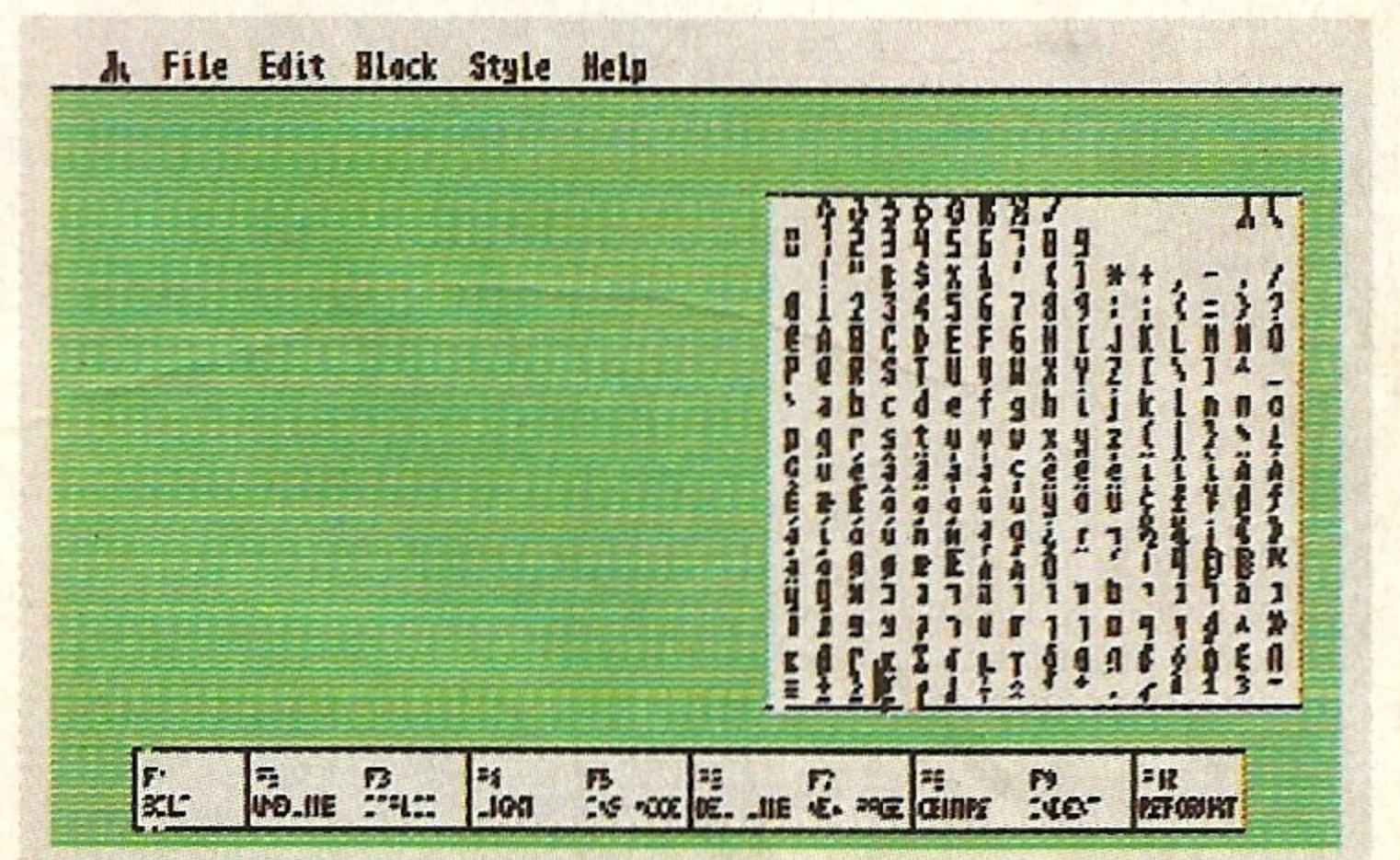
INTRODUCING THE ST

I have recently been released from hospital after having a tonsillectomy, and I bought an Atari STFM Discovery Pack for sheer enjoyment. Now however, I would like to see the more useful aspects of this machine.

Would you please give me a brief intro into which software/hardware is ideal for a novice like me, including PD software, word processors etc. Also would a one meg upgrade be useful or not?

P 'Now that's magic' Daniels, Warrington.

Dr X: I hope your operation went well, and everything was tucked back and stitched up correctly. That reminds me of the time when I once had to have a gall stone removed and... (that's enough of that – Ed). For word



processing, try using 1st Word Plus or if you have wads of spare cash, MicroSoft Word is one of the best money can buy.

The PD scene is becoming more and more popular by the week, and new titles are being constantly added to the already massive libraries. Finally, a one meg upgrade isn't that useful for just word processing and playing games. Only a small amount of games require a full meg, and the extra memory is usually only used for enhancements. However, an external drive is handy piece of equipment to have.

PIILING ON THE HORROR

Doc, please give me a hand with Horror Zombies from the Crypt, as having made it to the last level, the game has finally beaten me. I have only managed to battle to the beginning of level, so I'm desperately trying to get help. Please help, you're my last hope.

John Calry, Birmingham.

Dr X: Thanks a lot, we should be the people you consult first because we know everything – well nearly everything. If you have been playing the game through to level six you didn't have to. Just type in 'GARLIC' as it will transport you there automatically. However, to help you on level six, take a look at the screenshot below.



Percent Amiga Action

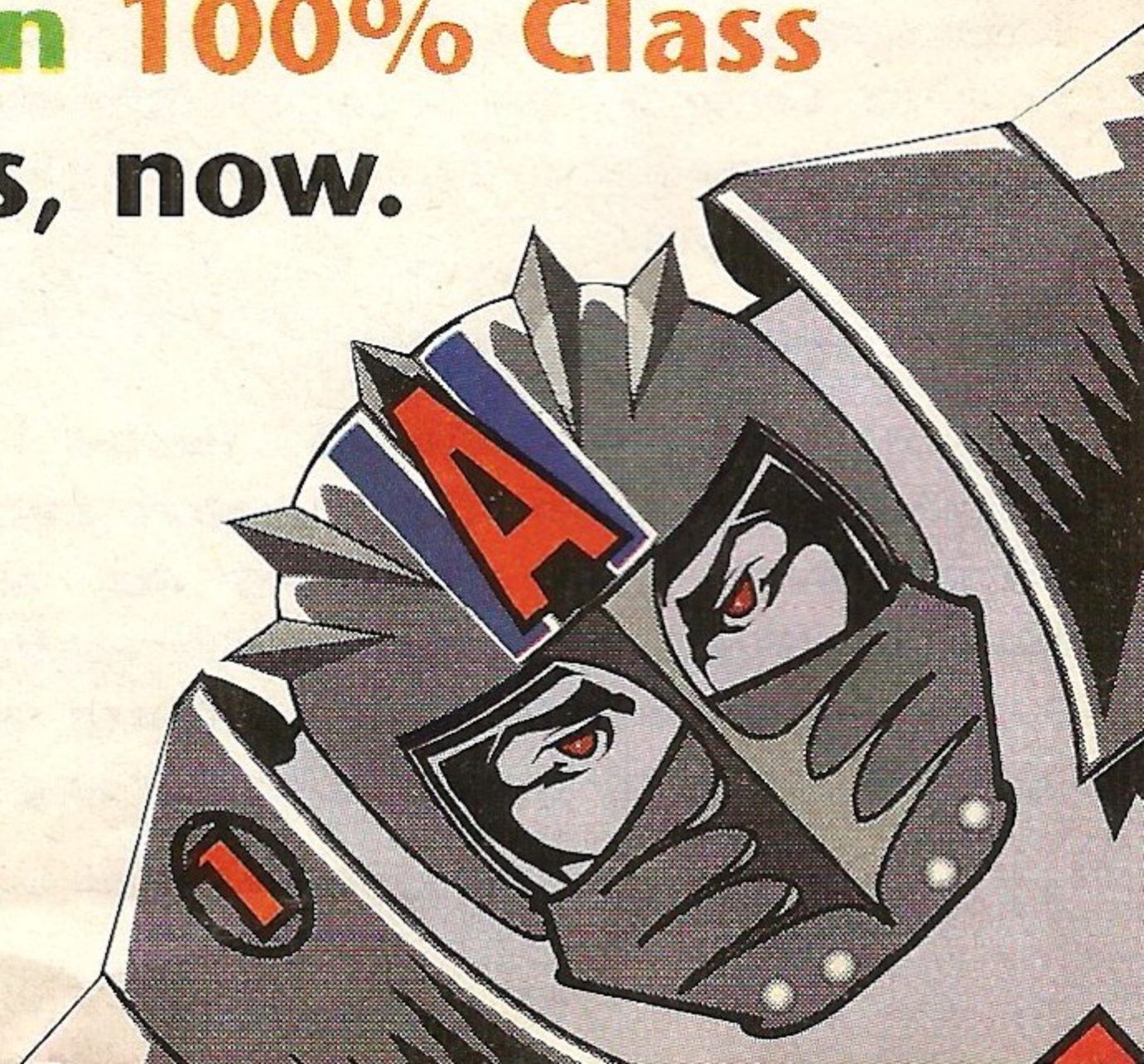
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**AMIGA
ACTION**



Sneak Preview



When the Sales Curve was founded in 1988 its aim was to develop and market games for software houses. In October 1990, after a string of hit titles the Sales Curve decided to launch its own software label, Storm with its first game being the coin-op Saint Dragon. More recently SWIV stormed up the charts, gaining critical acclaim all the way. Storm's next games will be three coin-op licences; Jaleco's Big Run, Technos' Double Dragon III and Jaleco's Rod-Land.

SALES CURVE/STORM GAMEOGRAPHY

Saint Dragon, SWIV, Rod-Land, Big Run, Ninja Warriors, Silk Worm, Shinobi, Judge Dredd, Narc, Test Drive II, Cycles, Grand Prix Circuit.

ROD-LAND

Cute platform games are a big favourite with almost everyone – combining lovable characters, cartoon-style graphics and addictive gameplay has always been a formula for a winning game.

Rod-Land is being converted from the Jaleco coin-op by Storm's in-house development team. Ronald Piket Weeserik is responsible for the 16-bit formats and is aided and abetted by graphics wizard, Ned Langman.

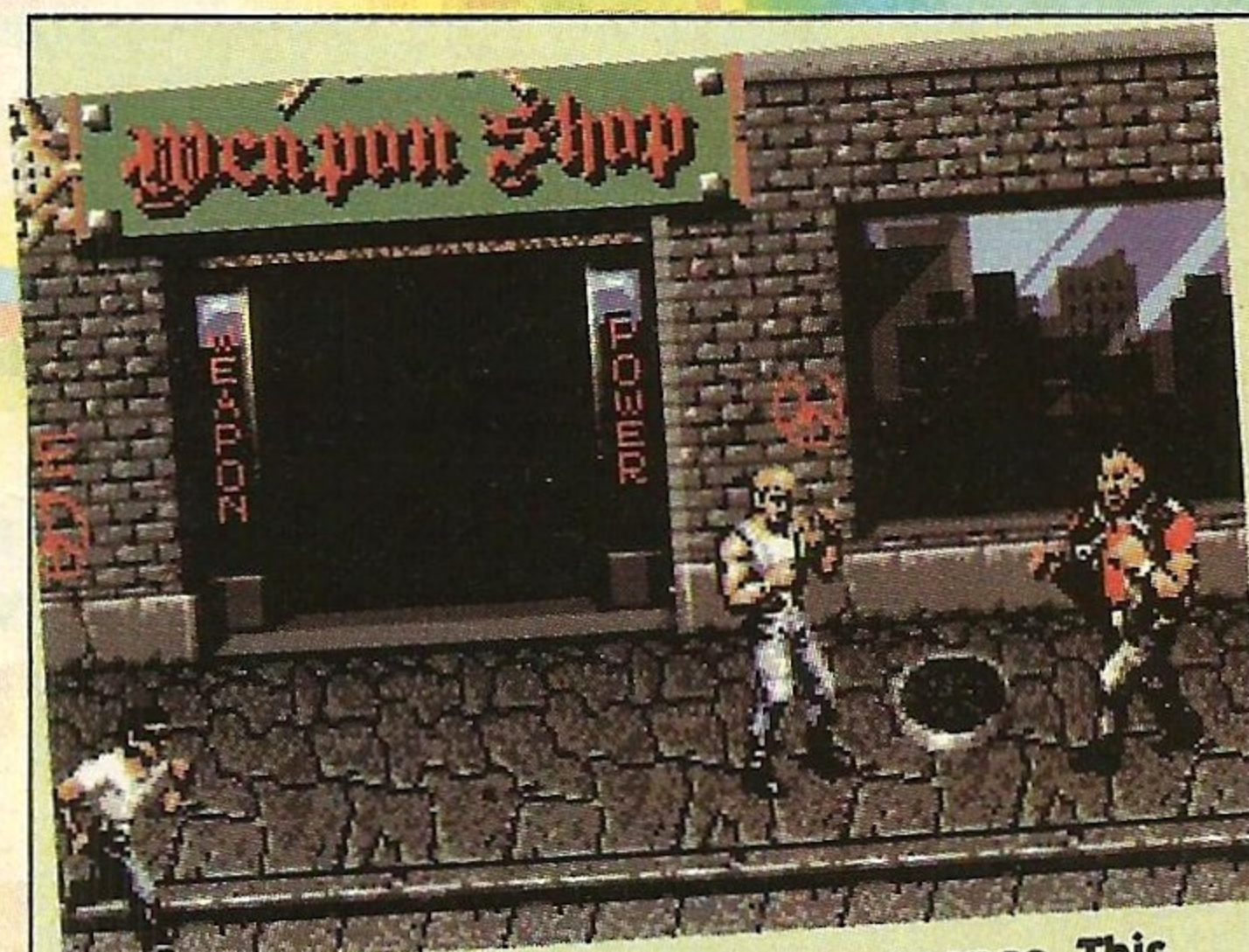
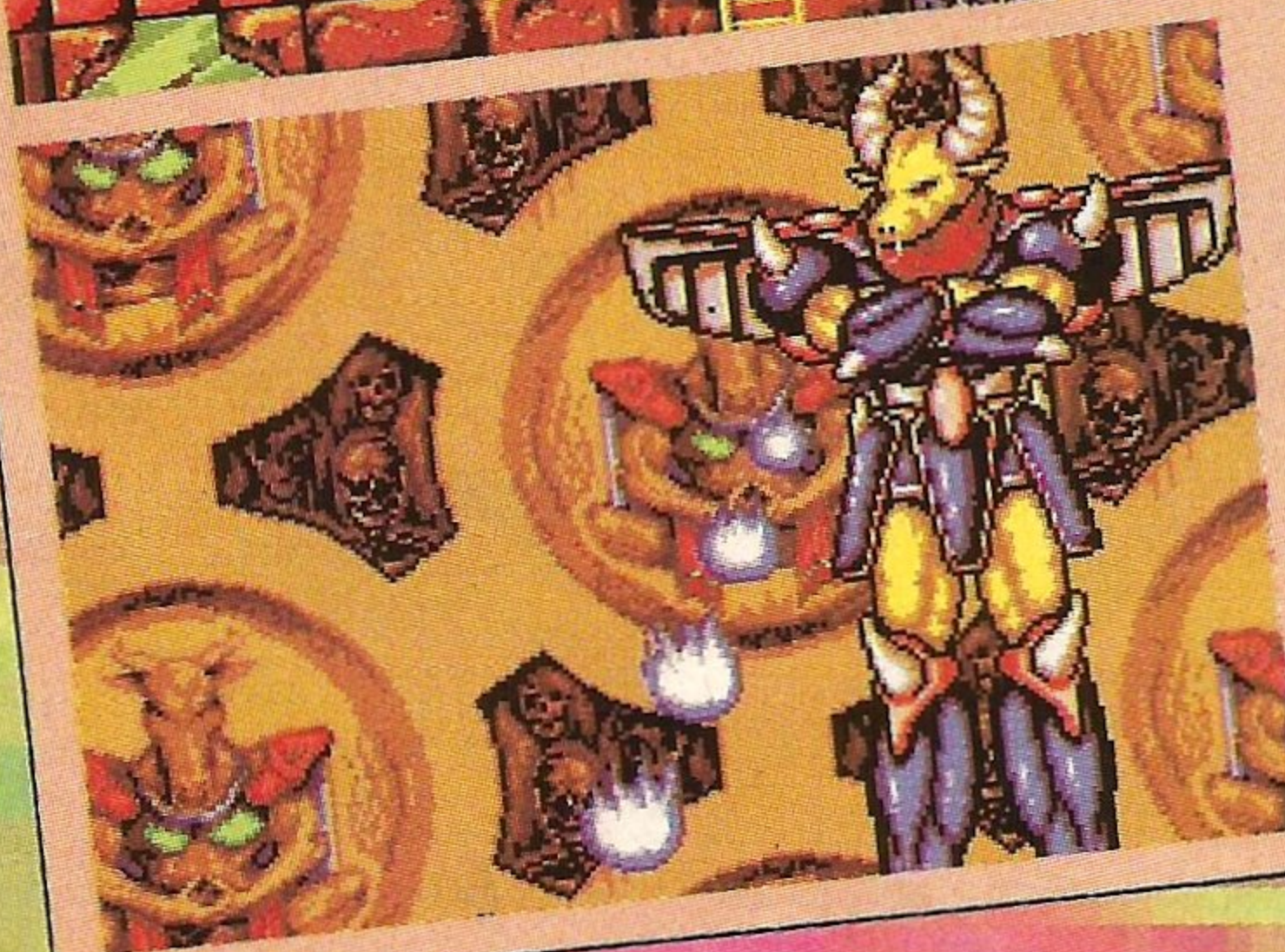
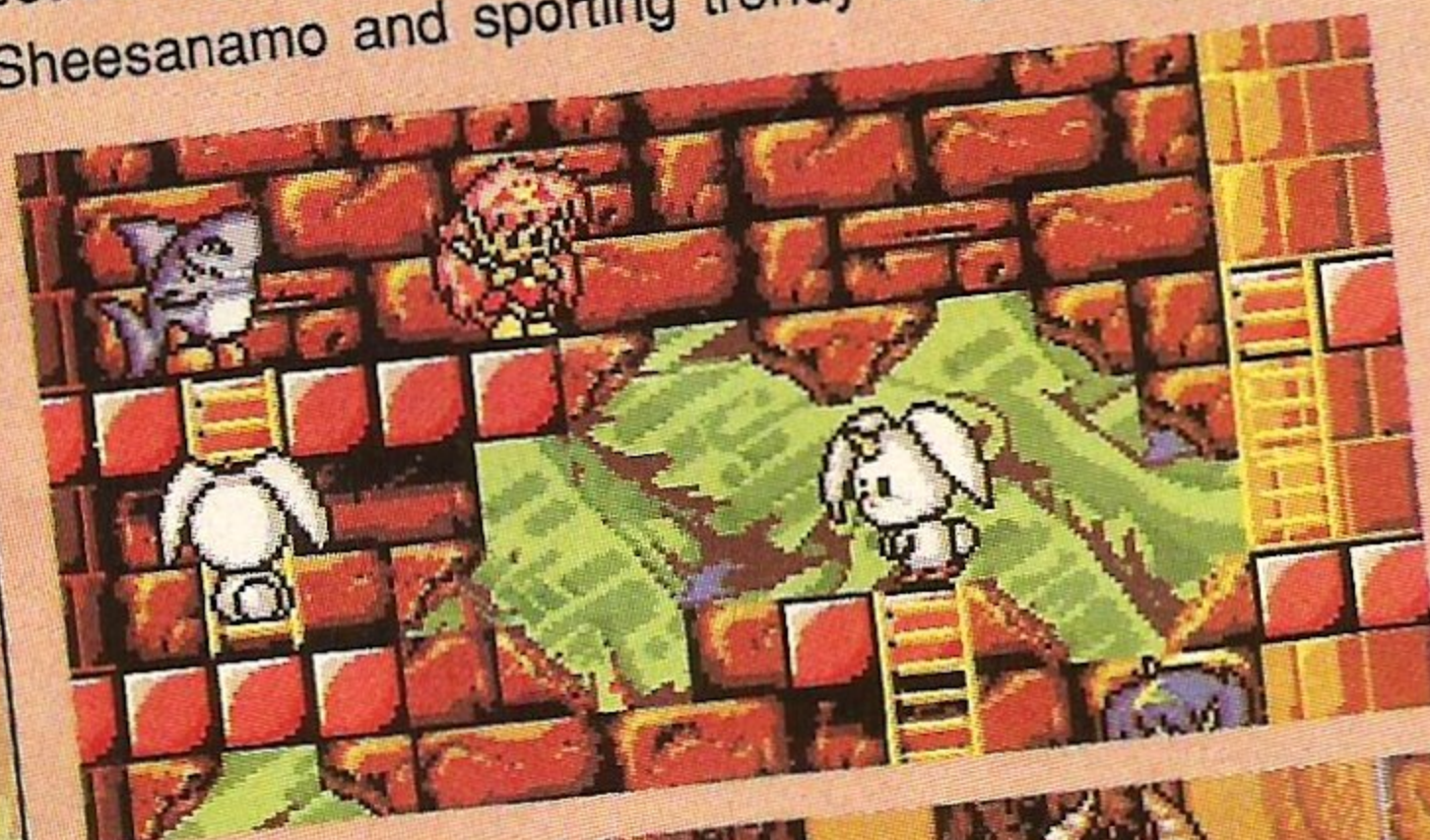
The game is best played in its simultaneous two player mode. You take control of either Tam or Rit; both are pointy-eared fairies. Armed with the Rods of Sheesanamo and sporting trendy magic boots, Tam

and Rit must enter the dreaded Maboots tower to rescue their kidnapped Mum.

En route, the duo clash with all manner of fearsome – or not-so-fearsome – adversaries. These meanies include cuddly sharks, seals and bunny rabbits. Each level culminates in the meeting of a giant end-of-level nasty such as a whale or huge elephant on a trapeze!

During their journey our heroes will be able to collect flowers which will gain them extra points and bonus lives. In addition, extra help is available in the form of bombs, bullets and ice crystals all of which will aid Tam and Rit in their quest.

Rod-Land will be available in September for the Amiga, Atari ST, Commodore 64, Spectrum and Amstrad.



Billy and Jimmy are back with a vengeance. This time their travels will take them all over the world



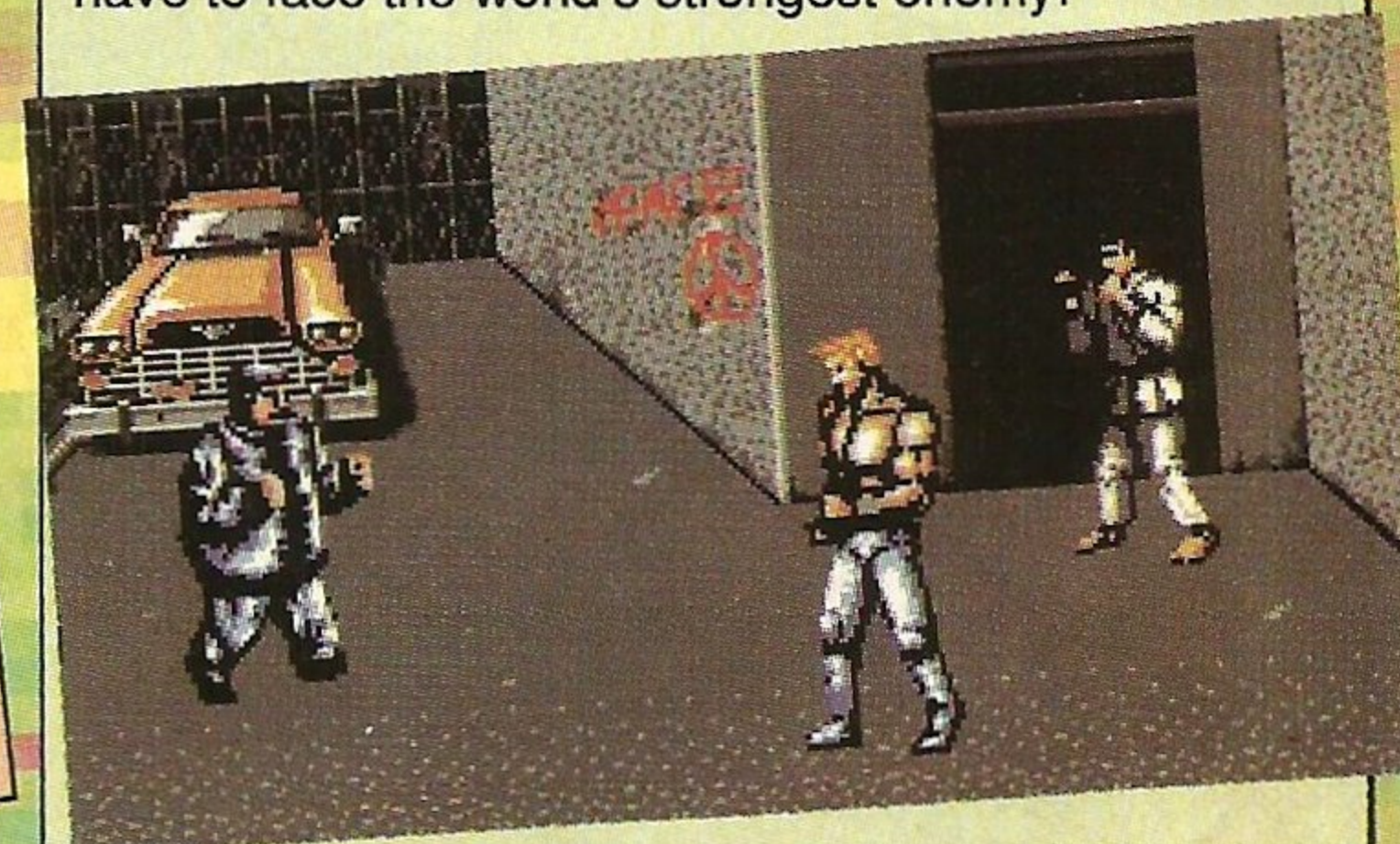
Who said collecting the Rosetta Stones would be easy? Billy comes face to face with a real meanie

DOUBLE DRAGON III – THE ROSETTA STONES

Earlier this year the Sales Curve entered into a joint publishing deal with American software house, Tradewest. The first game to cross the Atlantic will be Double Dragon III: The Rosetta Stones. The game is currently being programmed on the 16-bit machines by Greg Michael with graphics from Ned Langman.

After their scrapes with all manner of streetwise hoods in the first two instalments, Billy and Jimmy are back. This time they out to defeat the evil Black Warriors and recover the three sacred Rosetta stones. Unlike their previous adventures, Double Dragon III will take Billy and Jimmy to such far off places as Japan, Italy and America.

The game, which is to be released towards the end of 1991 is divided into fourteen action-packed levels. The finale taking place in Egypt where, with all three stones in their possession, our heroes will have to face the world's strongest enemy!



The hoodlums that stalk the streets are only interested in one thing – your blood!



As a teenage schoolboy living in north west London, Jez San was busy playing with his computer. Few could have imagined that within a space of a few years, Jez would become one of the world's most sought after games programmers. This success actually began with the release of Starglider on the Rainbird label in 1985.

Starglider was one of the first vector line graphic shoot'em-ups which had gamers going crazy over its speed and power. But Jez wasn't aiming to rest on his success with just one game on just one format. He had other ideas, ambitions and long term plans to fulfil.



As a result of his aspirations Argonaut Software was set up to produce quality games. Since those early days in the mid '80s Argonaut has just grown and grown. Currently, Jez has over 20 people on his payroll and the company has recently started refurbishments on the Argonaut office in Mill Hill, north west London.

Despite the general respect both software houses and programmers show to Argonaut the company has a limited catalogue of releases, namely Starglider and Starglider 2, and the ST and Amiga conversions of Afterburner. The company output this year however, looks set to break all previous Argonaut records with a plethora of titles coming out on various formats.

Working with machines such as the Mac, Amiga and Super Famicom is a far cry from Jez's days of writing joystick drivers, programming a C64 game called Skyline Attack and co-authoring a book on how to get the most from the Sinclair QL.

Now with Birds of Prey about to be released, Jez and the Argonaut team are once again in the public spotlight. In between OK-ing various redesign ideas for the new-improved office, Jez subjected himself to the Games-X interview...

Argonaut has been rather quiet recently Jez, what's been happening?

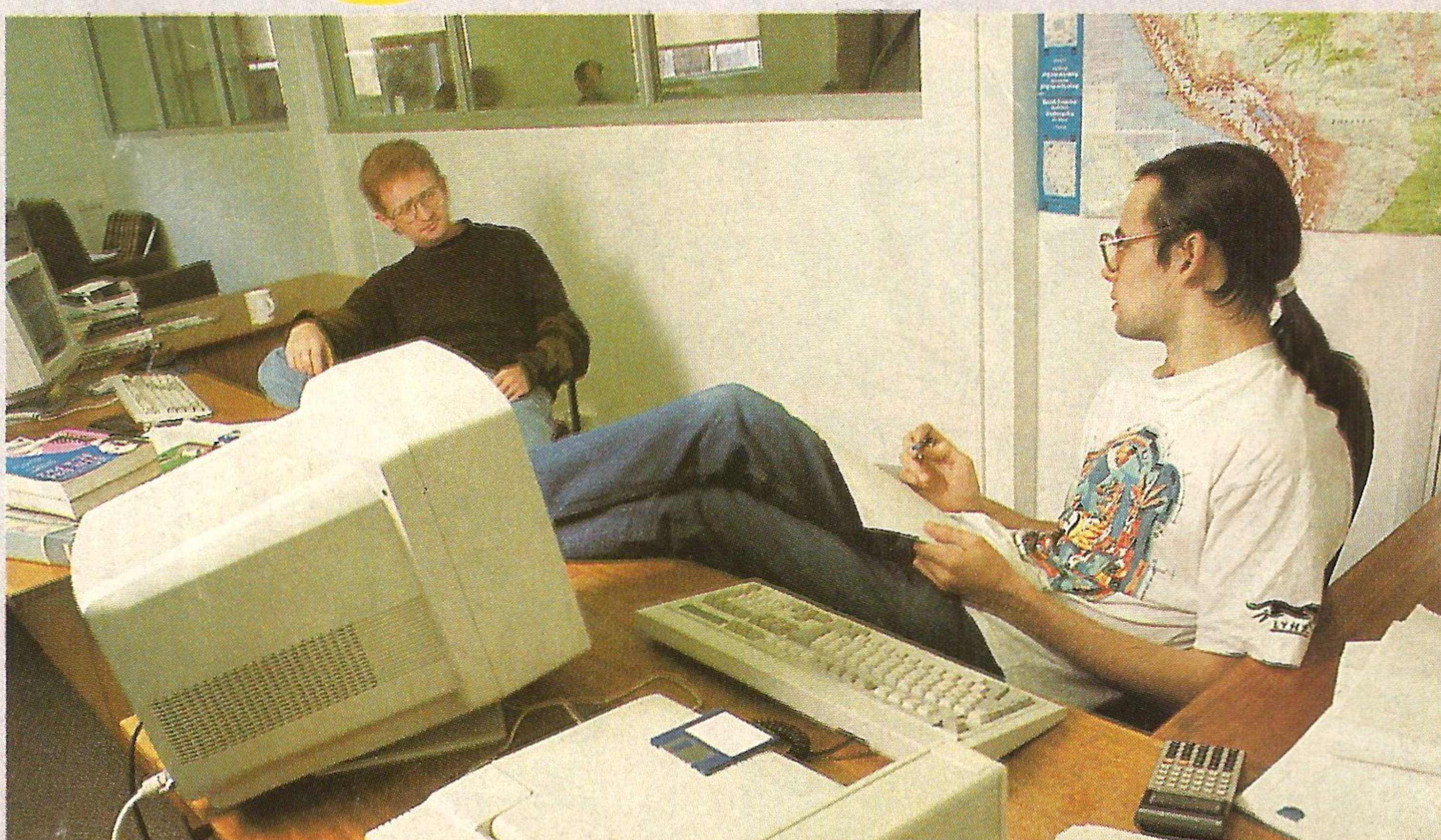
Well, we're about to start making some noise. The company has done a lot of R&D on the Hawk project which is now called Birds of Prey. There's also been a fair amount of video game console work done for the



Ian Crowther hard at work coding a new game to be released next year on the Super Famicom

Return of the Argonauts

Having been out of the limelight, Argonaut Software are back with a vengeance as Leslie Bunder finds out



Mike Beaton and Sam Littlewood discuss the merits of 3D vector graphics for a new flight simulator project

Leader of the pack, Jez San

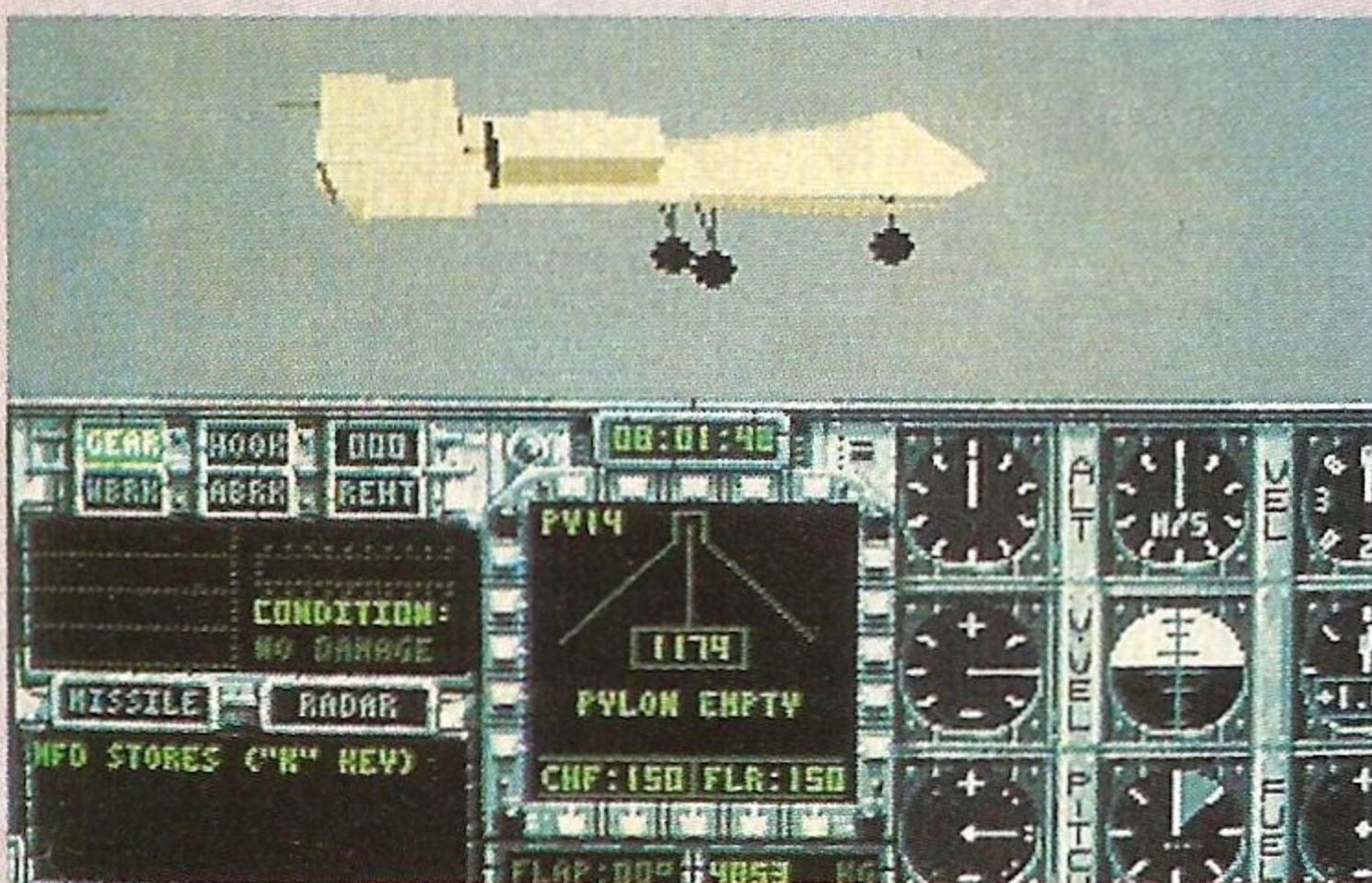


Beginning life as the Hawk project, Birds of Prey is now bringing the Argonaut team into the limelight once again

Game Boy, NEC and Super Famicom. We decided to can all our NES products and concentrate on the Game Boy. Loopz was started for Mindscape through Audiogenic, and Days of Thunder has just been done by us for the PC and the Game Boy.

How did you get into consoles?

Argonaut has been doing a fair amount of research and development into consoles. We are an official licence



Get ready for take off in Birds of Prey

developer for Nintendo and have a great relationship with the company.

When the Game Boy came out onto the games market our company was one of the first to carry out development on it.

With all of Argonaut's games selling well, you must have made quite a mint?

Well there's also been a lot spent. With a large team of programmers there are huge outgoings. So there aren't mega profits, in fact we'll be lucky to even make a small wad of money. Argonaut is growing all the time and most of its income will be spent in order to create better products. On the Game Boy products the royalty is only about 20p each game sold.

Which country are your games aimed at?

Almost all of our products aren't created for the UK, apart from the Amiga releases. For console products our target markets are Japan and America.

What is your fave Argonaut game?

Starglider was a popular one with us. We were very creative on that – It was good fun. Hawk was good for the research. I can't really talk too much about the game

I'm most proud of, except to say it's something totally and utterly different.

Are games becoming too violent?

Some are, but no more violent than many films.

OK, be honest what do you rate as you most embarrassing moment?

I wouldn't say embarrassing, but the most disappointing because of lack of time to do the project was Afterburner. We only had 10 weeks to produce ST and Amiga formats. The game was also let down by the poor artwork which was produced.

What's your all time fave computer and console to work on?

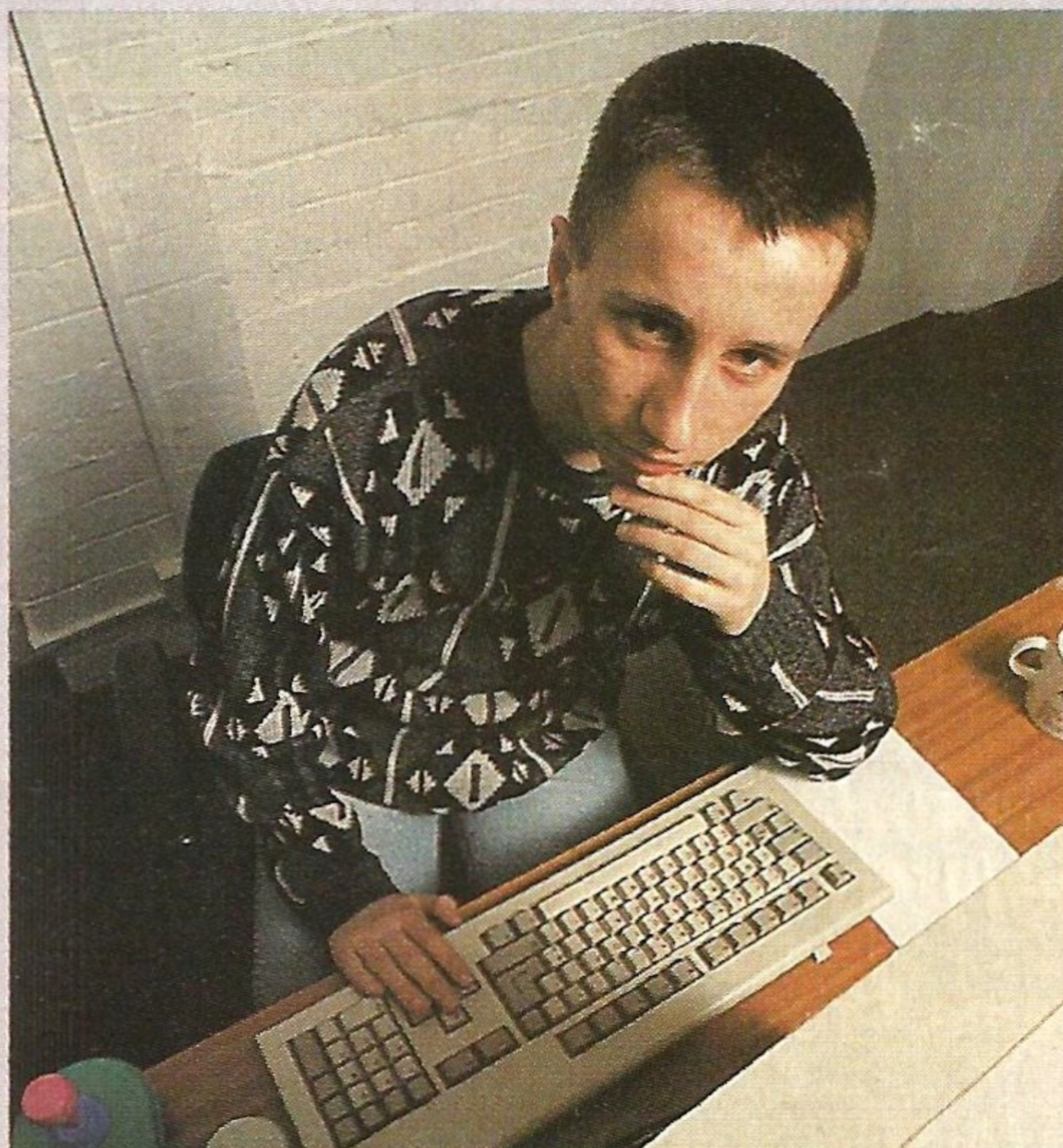
I'd go for a fast Amiga or PC like a 486. My favourite console is a Super Famicom, but the Game Boy is the one I use most.

Which development teams do you admire?

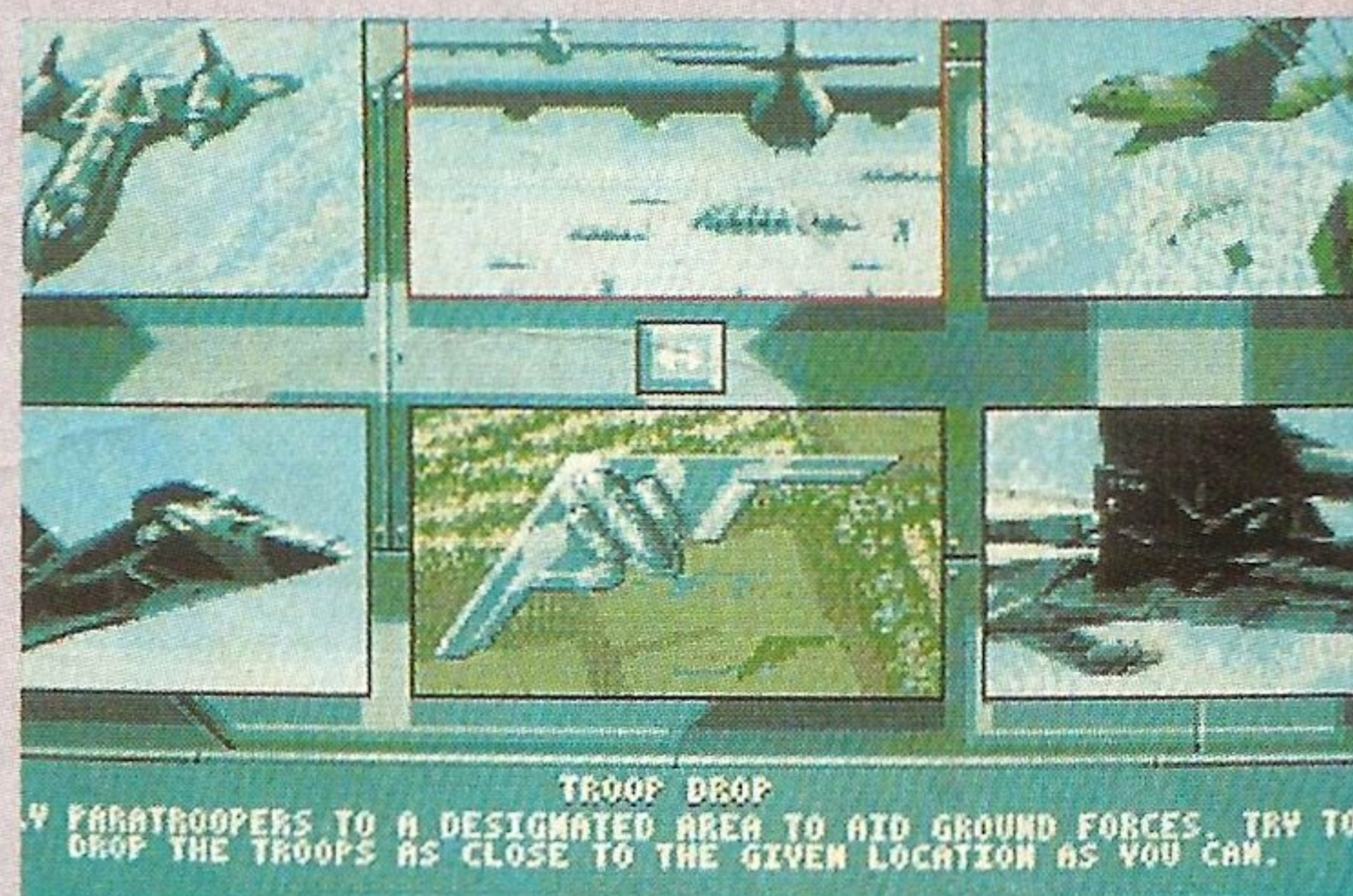
DMA Design, Bullfrog and Assembly Line.

What does the future hold for Argonaut?

Lots of awesome products which will sell in the millions!



Adam Polanski member of the Birds of Prey programming team



OK guys, take your plane by the hand and drop your troops on the land. All this and more in Birds of Prey

ARGONAUT SOFTOGRAPHY

SOFTWARE

StargliderST	1985/86
(Rainbird) Amiga	1985/86
C64	1985/86

Starglider 2ST	1988
(Rainbird) Amiga	1988
PC	1989
C64	1989
Spectrum	1989
MAC	1989
NEC 9801 (Japan only)	1991

AfterburnerST/Amiga (Activision)	1988/89
Birds of Prey...Amiga/PC (Electronic Arts) ..	1991

Days of Thunder	PC/Game Boy (Mindscape) ..1990/91
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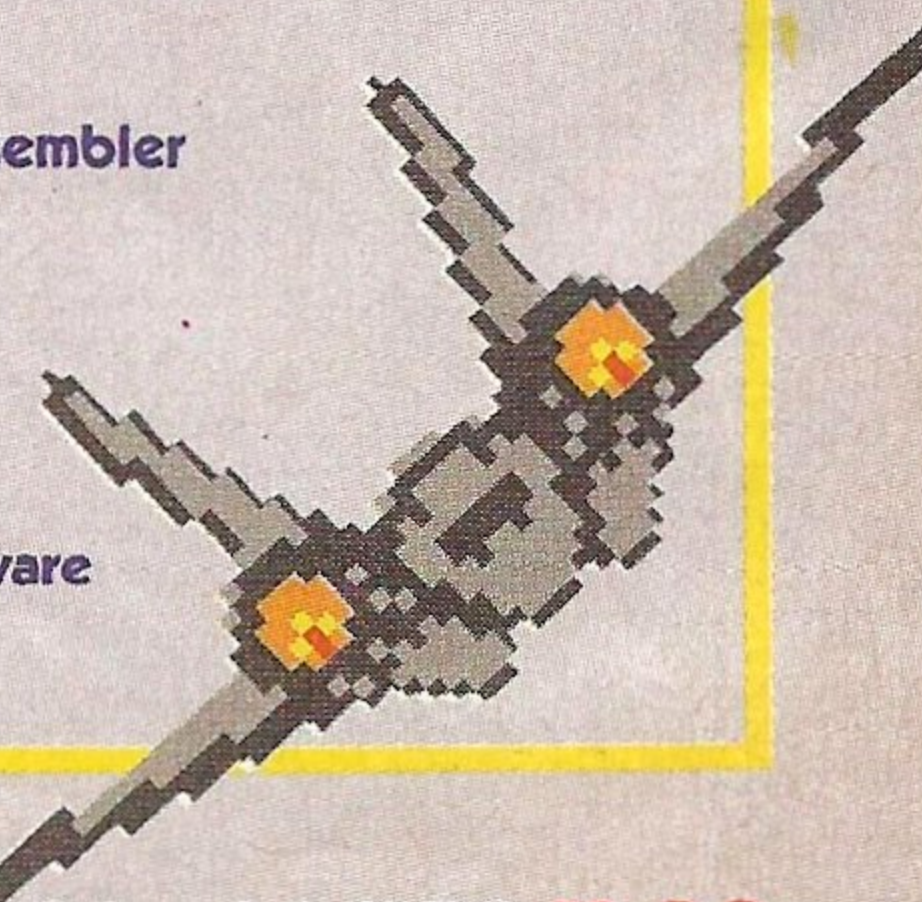
Loopz	Game Boy (Mindscape)	1991
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HARDWARE

Arg Asm.....Amiga Assembler

Ram Boy Hardware for console development

Ram Boy 4 for console development, with hardware debugging included



LORDS OF CHAOS



Atari ST / Amiga
versions £24.99
Available now.

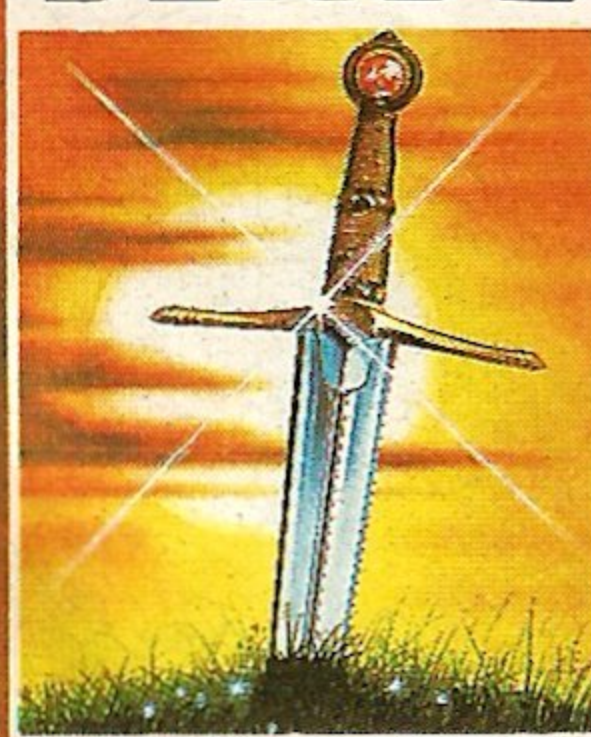
BUY THE BEST

From the designers of the outstanding Laser Squad comes a game that will bring powerful wizards, potions, treasure and hoards of mythical creatures to your computer screen in this exciting strategy game for up to 4 players.

"The game is a real challenge and promises hours of enjoyment" –CRASH

"A whopper of a game." Your Sinclair – YS MegaGame.

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Available: Amiga £24.95, Atari St. £19.95, PC £24.95, C64/Amstrad/Spectrum Cassette £9.95, Disk £14.95.

THE MAKING OF UTOPIA THE STORY SO FAR...

Utopia is the working title of a futuristic simulation and combat game to be published by Gremlin later this year. In the weeks to come Graeme Ing hopes to provide an insight into creating a game like Utopia, from conception through to release.

The team consists of: Robert Crack as a designer, Berni as artist extraordinaire and myself as programmer and designer. Not forgetting Sean and James, the 'bosses' at Gremlin.

In the game you get to command a hi-tech colony on a remote planet, with the aim of creating a Utopia, that is to say a

perfect society where everyone is content and war is forgotten. Sounds simple enough, but is it?

On the road to enlightenment you must manage your colony successfully, keeping the people happy, fighting crime, encouraging industry, trade and research.

From research you develop inventions, devices to assist in

combating disease, detecting ore deposits or developing the latest super tank and smart-missiles.

On top of all this, you share the world with a vicious alien race, whose idea of fun is to smash down your city as fast as you can build it.

That then, is the game, but it was rather different at its conception nearly a year ago...

J • U • N • E

In June 1990, we were nearing completion on BSS Jane Seymour for Gremlin, and had the Sim City fever. A great game, but like all conceited developers, we knew we could improve on it, build in something else to do besides plonking buildings on a map. Late one night in a hotel room in Sheffield, FantasyM was born.

Confused? Our original idea was for a Medieval fantasy game, where you get to build a town and fight off the local orcs, dragons and so forth. Rob coined the catchy title and we explained the concept to Gremlin.

It liked the idea and agreed to keep us supplied with that most crucial resource for developers – money. Whilst Seymour was being polished for release we set about the mammoth task of producing a game spec, a process we knew would take a couple of months.

A • U • G • U • S • T

By early August we had redesigned the entire game, resulting in a spec of 100 pages. The game now had the working title of World.

Somewhere about this time I began to rip code out of Seymour for use in World. In a couple of weeks I coded up a crude map editor which I could use to place buildings and scroll around the map. At this stage the map was viewed from above, in 2D.



Left: Robert Crack Right: Graeme Ing

J • U • L • Y

By the end of July we had written maybe 60 pages of notes, but we ran into difficulties. The code we needed to ensure men moved around the map intelligently was proving too involved and time-consuming to work in a real-time game.

The chief problem involved roads. The player could construct his own roads, but we then had the headache of ensuring men took the the shortest route to their destination. Believe me, this was not easy!

Another problem was providing a swift means for the player to move armies about. We didn't want the game to play like a wargame; it had to be quick and exciting. The solution was to set the entire thing in the future. We ditched the roads and had spaceships, which would be unaffected by terrain.

S • E • P • T

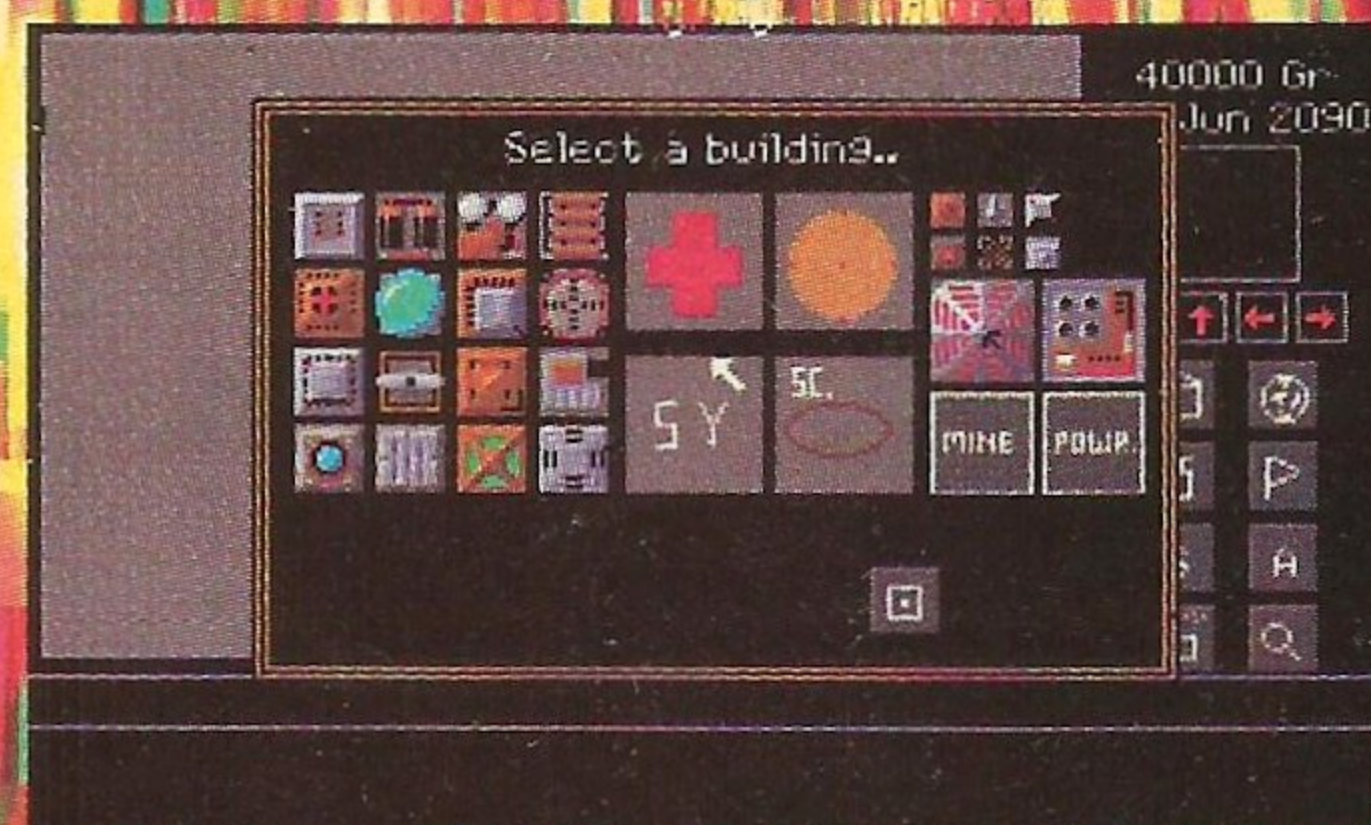
In September I purchased my new development system, consisting of a '286 PC running at 25MHz, with a 40 Mb hard disk, and SNASM68K.

SNASM is a developers dream – one box plugs into the Amiga's expansion port, and a neat little port plugs into the PC. The two are connected by a very fast SCSI link – small computer systems interface. Code is written on the PC and assembled in a fraction of the time the Amiga or ST would take – damn, no drinking coffee while waiting for the assembler! It is then downloaded direct into the Amiga, ready to run.

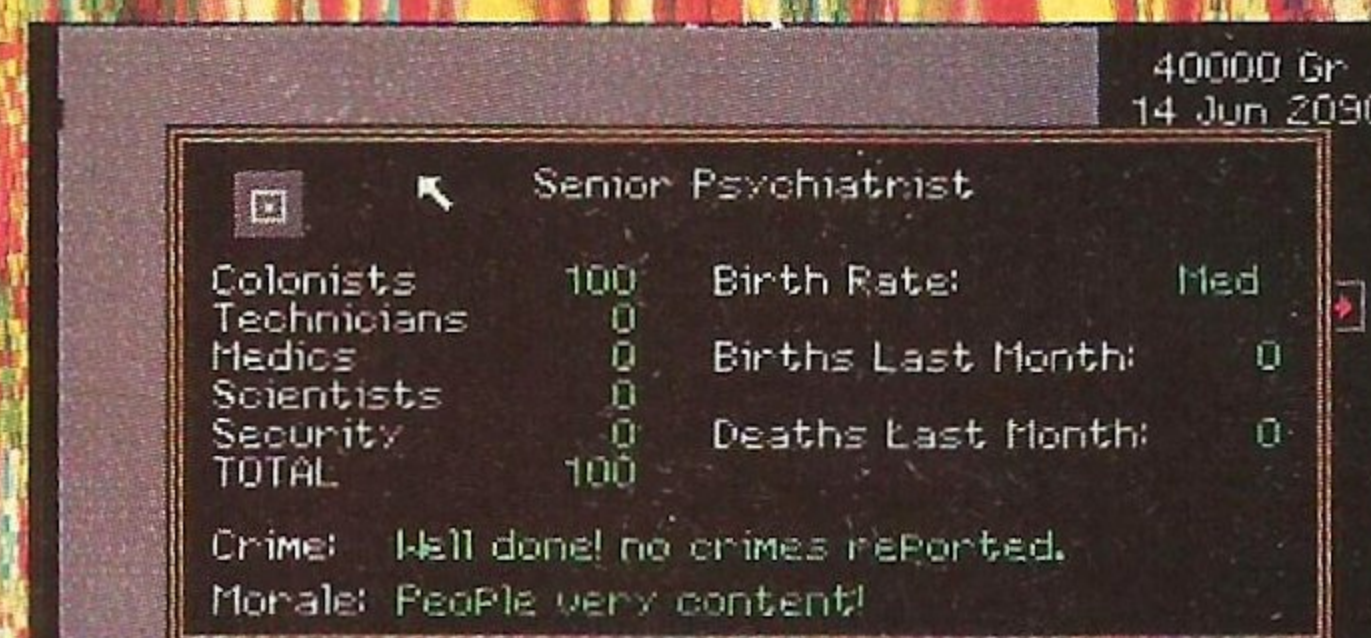
Most games are developed using two machines these days. If you get a bug, SNASM allows you to look at the Amiga's memory directly, including 68000 and hardware registers, and step through the code an introduction at a time. It makes bug-finding less stressful on the old grey cells!

● Next time we'll look at how the game has progressed since that crude 2D map editor.

The Map Editor

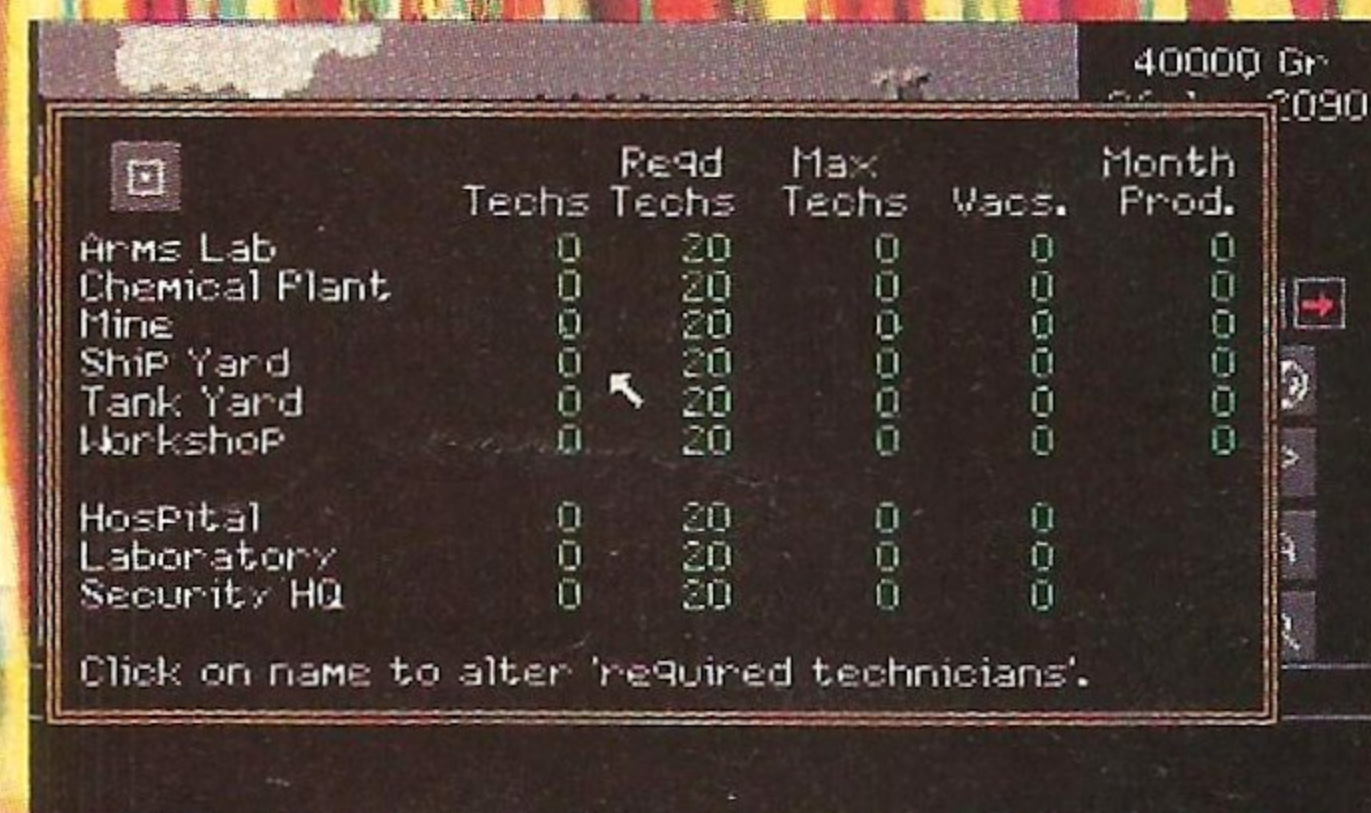


Each colony will comprise of a number of different buildings – each one vital for your survival



Click on map to choose a site.

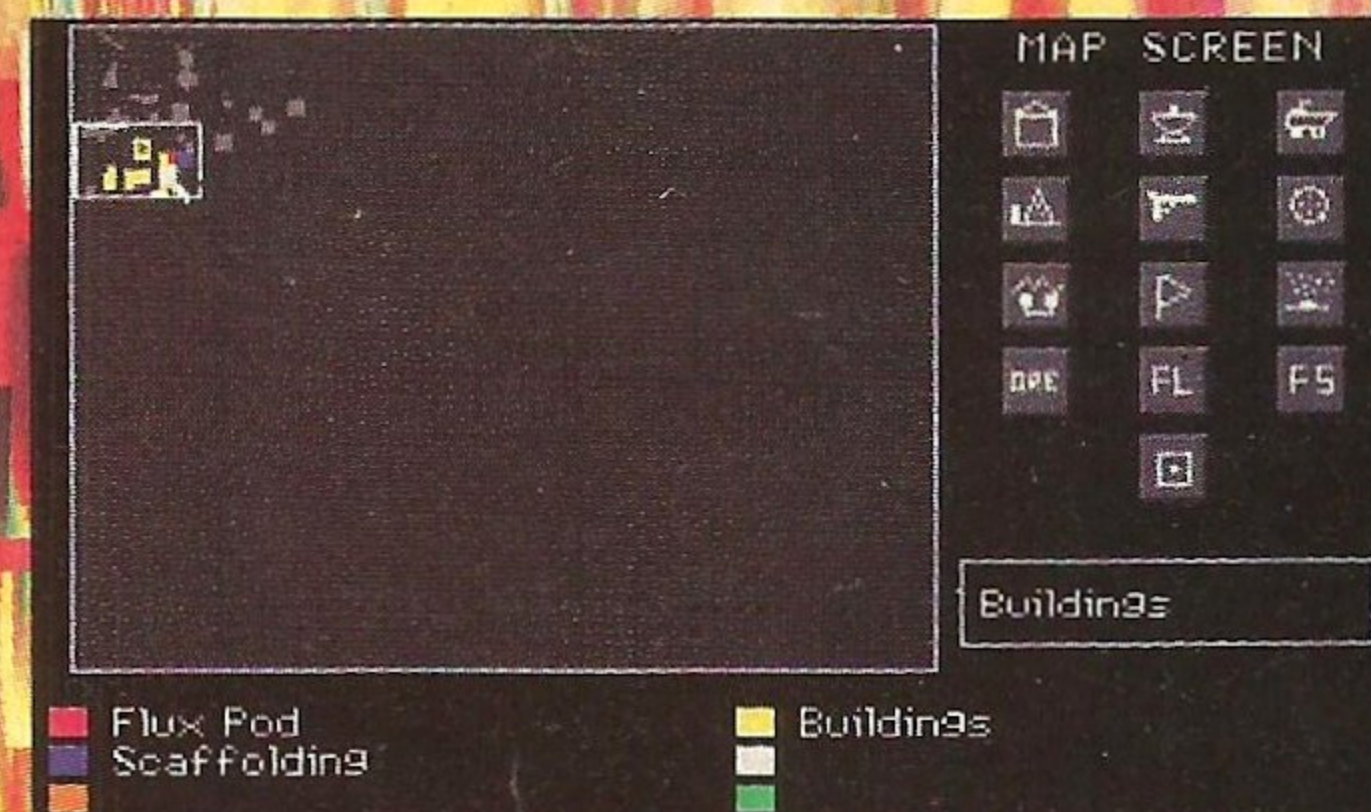
At any stage, players may look at their colony's statistics and act accordingly



The colony's defence system is vital. There are several types of tanks and ships available



The 2D view was deemed uninspiring and has now been changed for a 3D isometric set



At the outset of a game your colony will be pretty small. Later you'll need to view all your metropolis



Building and deploying your defence craft is made simple via an easy to understand icon system



Racing TraX

£1,700 worth of incredible prizes to be won

With award-winning titles like Supercars, Lotus Esprit Turbo Challenge, Toyota Celica Rally, Team Suzuki and Supercars 2, Gremlin have established themselves as the number one software house when it comes to racing games.

Now in conjunction with Gremlin we've got absolutely oodles of goodies up for grabs. How do you fancy your very own state-of-the-art Big Foot remote control truck? This thing not only looks the business, its performance is second to none.

Featuring two or four wheel drive this baby will take any amount of punishment you give it. In addition to the two first prizes, we've also got 75 copies of Lotus Esprit Turbo Challenge to give away on different formats!

EAGLE EYES

So what do you have to do in order to win these goodies? Well, if you read the news thoroughly you'll know that Gremlin are planning to produce Turbo Challenge 2. What we want you to do is design a track to feature in the game.

All submissions should be in the form of an overhead view and don't forget you'll be able to use bridges and tunnels to create the most demanding track ever seen.

All entries should arrive no later than 8th May 1991. Don't forget to include your name, address, phone number and which computer you own. Send your blueprints to: Trax, Games-X, Europa House, Adlington Park, Macclesfield, Cheshire. SK10 4NP.



One of the stunning tracks from Supercars 2. Do you have what it takes to create something of the same genre, or will you be even better?

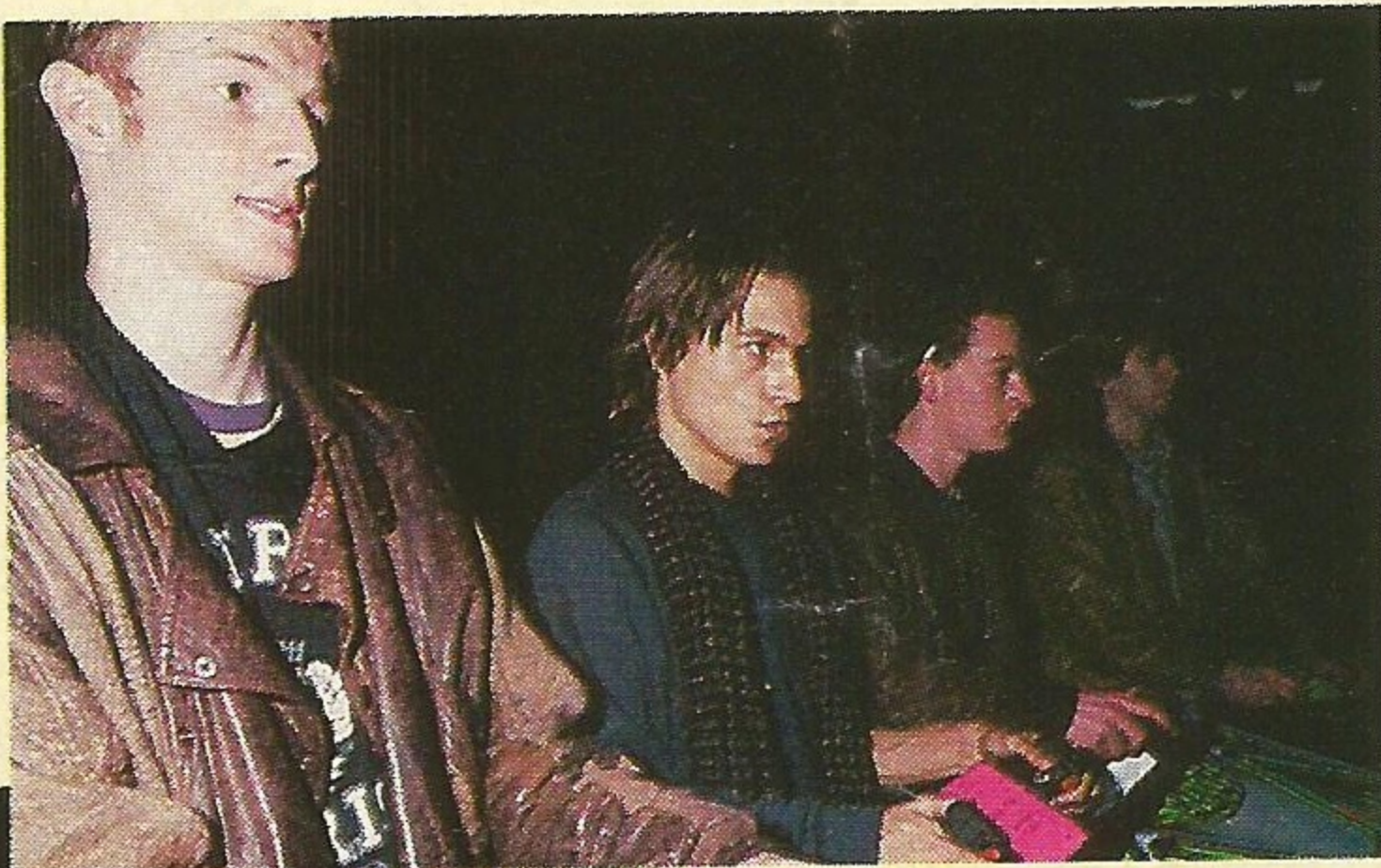
**Worth
£250**



ARCADE EXTRAVAGANZA

A new idea and product for larger arcades and theme parks was unveiled for the first time recently. Situated in a corner of the annual **Blackpool Coin-Op Amusements Exhibition** was an interesting darkened room construction, with a futuristic outer facade in space ship design.

It was worth further investigation. Step inside and expect to experience something a little different from the standard amusement machine or coin operated attraction. This is not your ordinary space invaders, in fact this is not a 'standard' game, period.



Definitely not a normal coin-op

sensational, and there is the potential for further development of the graphics and the scope of the game. Indeed, the designers of the concept are already busy developing a new game scenario for the 1992/93 season that will become the sequel to Septima 1.

One advantage of Septima is that although each player position has its

own coin insert, the game can be operated as a theme park attraction in non coin-op fashion, and there is little doubt that the piece has the potential strength to succeed in this manner.

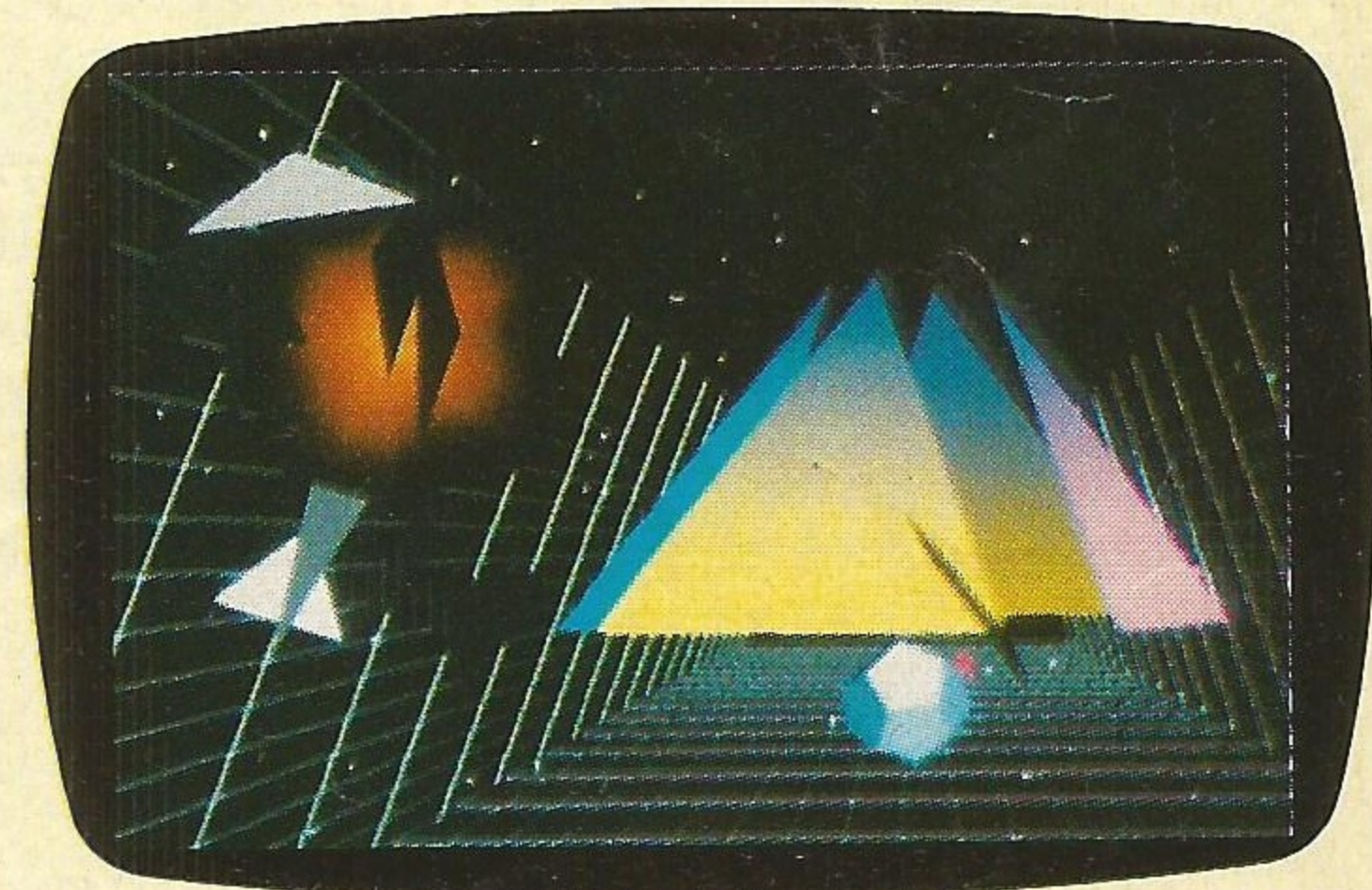
VAS is a concept designed by ISMIC Technology of Market Drayton in Shropshire. The company is headed

by Stu Firth, Benn Daglish, and one Fungus The Bogeyman (hmm, interesting).

Firth explained that they first stumbled upon the idea, which evolved into Septima, in Spain where he was involved in the development of Space City, a multi media theatre for use in the promotion of Seville's Expo '92 and also for the Barcelona Olympics. The aim was to generate high quality graphics onto a large screen.

By accident Firth saw the potential in the amusement world of combining the ability to generate graphics onto a large screen with a video game idea.

The task to track down the hardware required to produce the necessary high quality graphics led to American space agency **NASA**, and then, over the last 12 months, the ISMIC team set about writing the software storyline. The end product is Septima, and will be coming to an amusement centre near you very soon.



Septima in all its glory

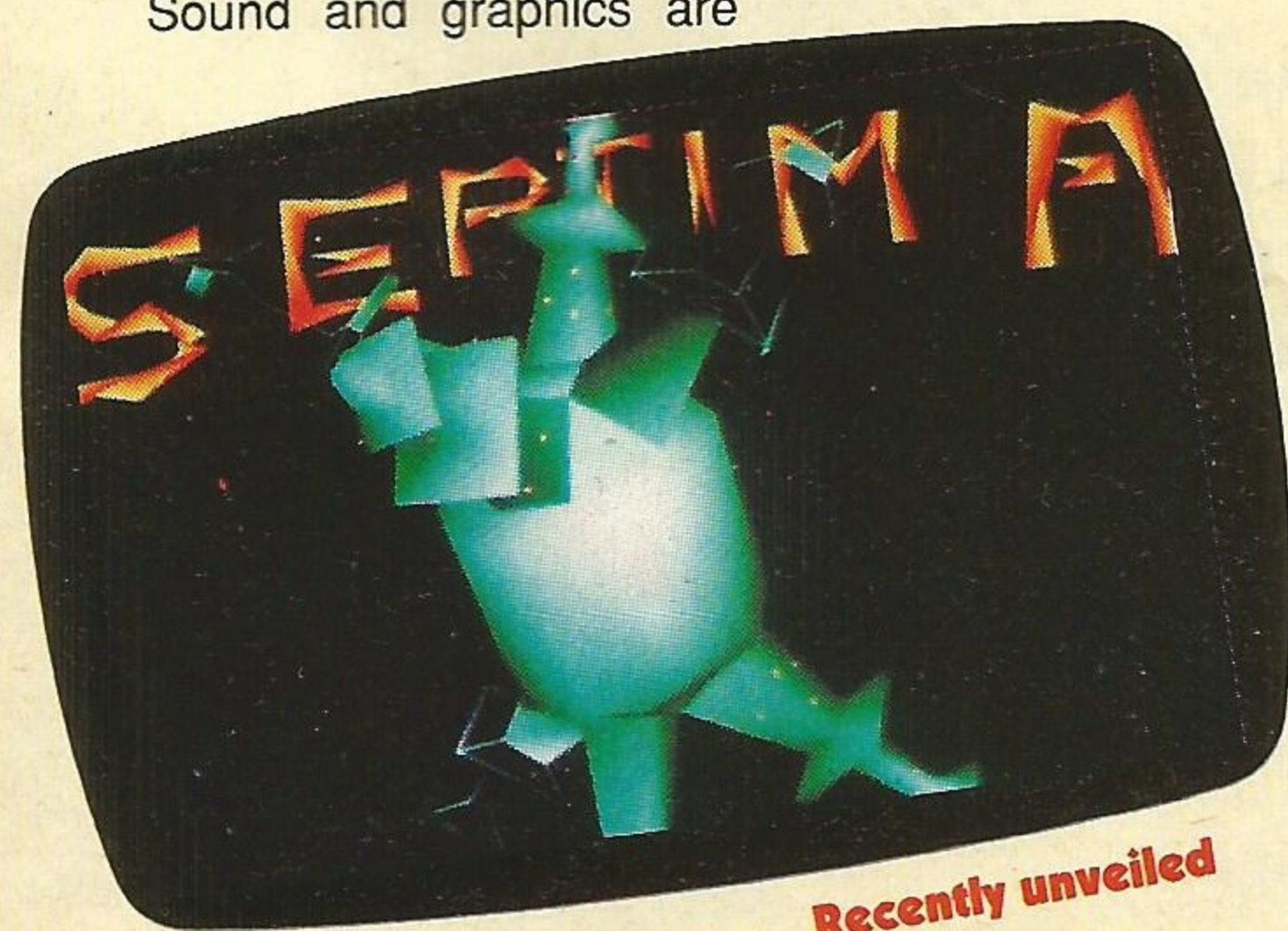
The Interactive Video Simulator Theatre

Septima, or to give it its full title **The Interactive Video Simulator Theatre**, is a seven player space experience offering Video Action Simulation (VAS) that, given some time in fine tuning and development, could well take the public by storm.

On entering the **Septima** enclosure players are faced with a console of seven single player positions which comprise of controls for guiding and shooting lasers and torpedoes and there's also a shield.

The console faces a large cinema type screen upon which space warfare scenes are enacted. The screen is filled with various craft and meteorites which are the targets for each player's guns. Targets destroyed gain individual players points, it is a competitive form of space warfare, not team approach.

Sound and graphics are



Recently unveiled

EURO FOOTBALL CHAMPS

Soccer games have proved to be immensely popular in most arcades over a period of the last few years, with pride of place going to Tecmo's excellent **World Cup and World Cup**

'90 games. However, now there is another challenger which is already proving a smash hit with soccer fans. **Euro Football Champ** is manufactured by Taito, and offers probably the most graphically advanced footballing video game yet to be produced.

The game, made for one or two players, offers all

the sights, sounds and action of top class football. Players choose their favourite team from a choice of eight, and this will include one superstar player who is in possession of special abilities and skills in order to slip the tackles of aggressive defenders.

However, the defenders themselves have a few tricks up their sleeves and if the referee is not in view on the screen, they can employ tactics to make the purists shudder. Should the referee see any dirty deeds though, you run the risk of the red card.

This could be the sport video sensation of the year.





GO-GLOBAL

Edited by the incredible, the amazing, your friend and mine, the one and only Leslie Bunder.

MUSIC... Following the re-release and renewed interest in '70's band **Free**, with **All Right Now**, Island records have just brought out **My Brother Jake** from the Free archives. The B side features The Stealer, a track previously unavailable.

We've had Hip Hop, House, Swing Beat, Ragga Hop, Hip House and nearly every type of

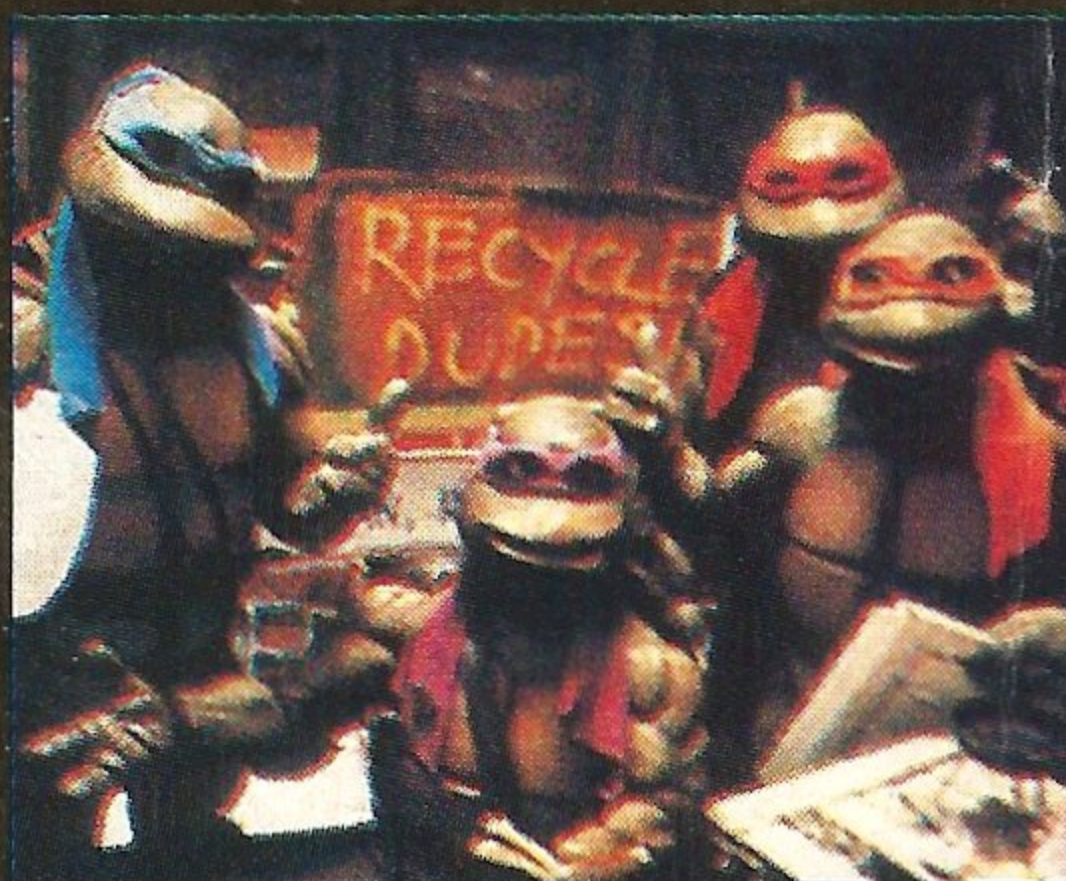


new dance sound, until now that is. From **Rappin Is Fundamental**, prepare yourself for Doo Wop Hip Hop with its 'The Doo Hop Legacy' album. A cool, breezin', dance sound to leave you feeling good and refreshed.

Rappin Is Fundamental is taking hip hop onto a new course, and these boys are gonna do well.

MOVIES... The Turtles are back. Just as the vid goes on national release here in the UK, over on the other side of the pond, **Turtles 2** has just come out. **Turtles 2 - The Secret Of The Ooze**, is everything a Turtle fan can want including a fair amount of fighting and even a green message thrown in, plus masses and masses of pizza eating.

There's also another Turtle rap, this time provided by **Vanilla Ice** as the Turtles kinda gate crash one of his gigs. Turtle dudes can check out the



film later this year...

Speaking of Mr Vanilla, watch out for his motion piccy debut in **Cool As Ice**, or maybe not...

VIDEO... **Flatliners** (15) one of the better films of last year makes its rental debut. Five medical students set out to discover what is beyond life and face the consequences as fact and fiction fuse together.

That wonderful, wonderful cat, **Felix** is back. After more than 70 years, Felix is the star of his own action packed cartoon **Felix The Cat - The Movie** (U). Our hero has to take on an evil Duke and save a princess. Just what every cat gets up to.

Apparently, the opening credit sequences are the first time animation has been done in real time using computer animation. Watch out for Felix around the end of June.

TV... Still proving ever popular is **The Darling Buds of May** showing at the mo on ITV on Sundays 7.45pm. The show's lined up to win a load of awards and its not hard to see why - great storyline, brilliant acting and a wonderful cast, especially **Catherine Zeta Jones**, the rather cute Mariette.

InDEED!

Most exciting TV series this year has been **Beverly Hills 90210**. Well, ITV promises the series will be returning soon.

In the meanwhile, here's a piccy of one of my fave actresses, well actually my number one, from the series **Gabrielle Chateris** who plays school newspaper ed Andrea Zuckerman.



Wanna 'get down'? Well, the techno whizzes at Casio are bringing out the RAP-1. If you want to produce those radical def beats with an authentic New York rap or a Chicago house beat style, then the RAP-1 should be on your shopping list now.



Current fave gadget around the **Games-X** office is the new Canon still video camera. The RC 260 is a palm sized camera which allows you to shoot pictures, save them on a special 2" floppy disk which holds 50 images and then show them on a TV. For those interested in digitising piccies, the RC 260 is ideal and the results excellent. Check it out at your nearest photo shop priced around £500.





Party people get ready to make some noise! Philips has just launched the Z range, three essential sound machines offering CD, dual cassette and TBG – turbo bass generation for thumping pumping bass power. The £199.95 Z3 offers a feast of features for musical delight including CD function with 20 track programmable memory, hi speed dubbing, three amplifiers, graphic equalizer and awesome 80 watt peak music power output.



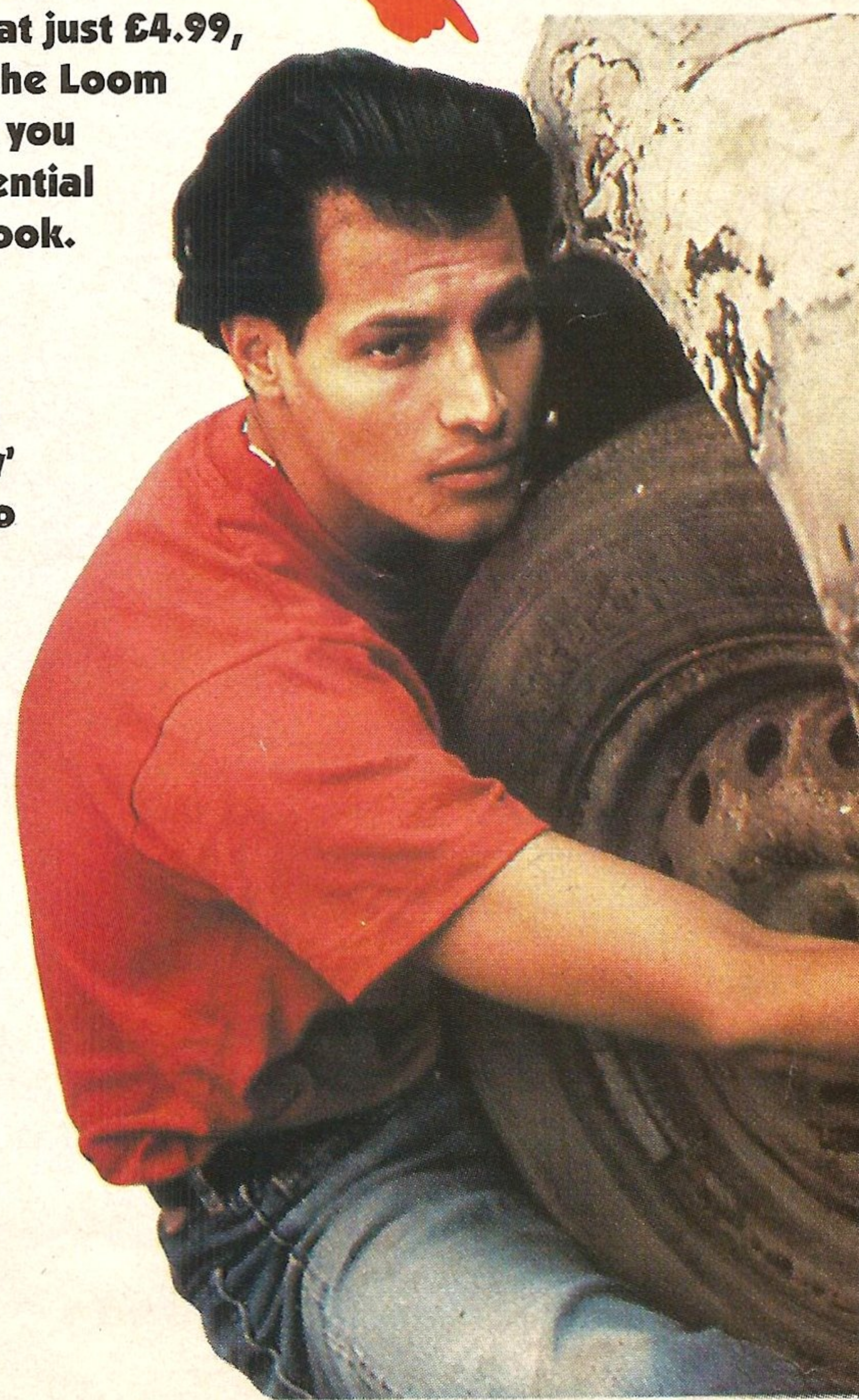
Fruit of the Loom are back! The cult label, established in the 19th century, uses high quality USA cotton in its classic T-shirts, sweatshirts and polo shirts. With 17 colours to choose from and with T-shirts starting at just £4.99, Fruit of the Loom will give you that essential classic look.




If you can't wait 'til the autumn for The Simpsons computer game, then you can always prepare yourself to get into The Simpsons way of life by playing the 'Don't have a cow' dice game from MB Games. Priced around £10 and out now so buy it, or 'eat your shorts'.



Ever seen the cult Channel 4 game show Crystal Maze, well now you can play it in the privacy of your own home with a 3D board-game based on the series. With Aztec, Industrial, Futuristic and Medieval zones to choose from you can be globe trekking across the universe in no time. Out later this year around £18.



 We know that you're all thinking out there, the problem is... just what is going through your heads? The letter which jumps out at us each week – not literally, stupid – will get the writer a little something (fnar, fnar) and their photo, pride of place in the mag. Write to: **X-IT, Games-X, Europa House, Adlington Park, Macclesfield, Cheshire, SK10 4NP.**

X-IT

PLAGIARIST!

I am a 22 year old man living in a hip-hop, happening part of the country. In the X-it page of your preview issue I saw a photograph of a really gorgeous, sexy girl from Titchfield. I have heard that this is not the most exciting place in the world and it is, therefore understandable as to why she may be attracted to Mr Stevenson.

Her name is Cindy Smithers and I think she is the most beautiful girl I have ever seen. Could you print a full size picture of her in a future issue. I would very much like to have her pinned up in my bedroom.

Any chance of her phone number or address?

Stephen McGowan, Bradford.

Not exactly an original letter, Stephen, seem to recognise it from somewhere. Are you for real? Hip-hop happening? Do

people other than Leslie 'Boy' Bunder actually say stuff like this?

Your geography is obviously not up to much! How can you compare Bradford with a such a lovely coastal village as Titchfield, which is within spitting distance of such Meccas of the south as Southampton and Portsmouth, should you fancy a night on the tiles.

Bit of a pervy too are we Stephen? Fancy wanting to pin this wonderful southern belle to the wall! Are you strange or what! As for the address and phone number – no chance! Over a quiet meal and coffees late last night Cindy pledged her undying love to hunky Uncle X – isn't life a drag? (And isn't Uncle X a fibber? – Ed).

GO-BUNDER

The mag is 'outrageous, radical, the biz! Everything about it is the best I've seen, that is except for Go-Global. I thought

this was a computer/console games magazine.

Please take it away and put more games stuff in.

Juliet Jones, Durham.

Our Leslie was upset when he read your letter, so much so I'm sure I saw a smudge on his mascara underneath the dark glasses – and he reckoned he could handle it!

The reason for the page was to make Games-X more hip and interesting to you young things out there and by the number of survey replies we've had you definitely think that Leslie and Go-Global are happening events. The lingo is so catching you've even got me at it now!

WHAT A MAG!

Just a quick line to let you know that I think Games-X is really fab and brill and probably the best games mag ever.

Duncan Edwards, Caerphilly.

Maybe I was wrong about Mr Bunder, Features Writer, people do talk like this. Perhaps I'm getting old and should retire into the oblivion of the unwanted computer magazine warehouse. Contrary to what 'Boy' believes, I'm not drawing my pension next week.

TRUMPET TIME

After reading the preview of your magazine recently, can I congratulate you on a first class, bold new way of reviewing games and the strength and fun in your editorial. It's not like the other games magazines that take themselves too seriously or treat you like a complete idiot.

Either they have too many adverts and no real coverage, or are too specific – you hit the centre every time.

R Awasti, Slough.

Ta for your input Mr A, sorry we couldn't print your letter in full, it would probably have filled the page by itself. Be assured that your ideas will be seriously thought through.

Incidentally, we think the mag is pretty good too!

WHAT'S WHITE SPACE?

Get a load of the freaky colours all over Games-X. It's easy to see that Jon Ross is not a great lover of white space.

Not complaining, though, it looks really good, much better than any other games magazine.

David Roper, Wilmslow.

Jon's only into white T-shirts I'm afraid. The creative use of white space in our mag is definitely a thing of the past. We tend to believe that if you have little or nothing to say use whiteness – as you can see Games-X has plenty to say.

As for Jon, he's the strong, silent type! Oh, who loves freaky patterns.

DEAR, DEAR, DEAR



Help me, help me, help me! I am desperate for a challenge in a life made dull and tedious by 18 hours a day of computer gaming.

My life cycles between playing, eating and sleeping, but slowly the gaming that is encroaching upon the other elements. I used to be a bright, attractive and happy-go-lucky 15 year-old and now six months later I am sallow, spotty and red-eyed.

My school work is suffering too. I was going to take my GCSEs a year early, but now I'll be lucky if I can do them a year late.

Please tell me, am I spending too much time playing games on my computer?

Debbie Hume, Perth.

Aren't we in a pickle with ourselves! What's wrong with you woman, only 18 hours a day – I've never found enough time to play games! And there's nothing boring about it either.

So what do you do? Find a friend, preferably of the opposite sex to play games with. Easy isn't it – fun too I can assure you!

On the school work side, I would worry a little bit. Even if you spend the rest of your life playing games it might be an idea to give yourself a career option should you get bored.



SO, WHAT'S IN NEXT WEEK'S ISSUE?

★ **Games addiction – are you going to be its next victim?**

★ **The first winning numbers in our fabulous £20,000 giveaway compo**

★ **Console news so hot it's still bubbling**

★ **The very latest in game action direct from the USA**

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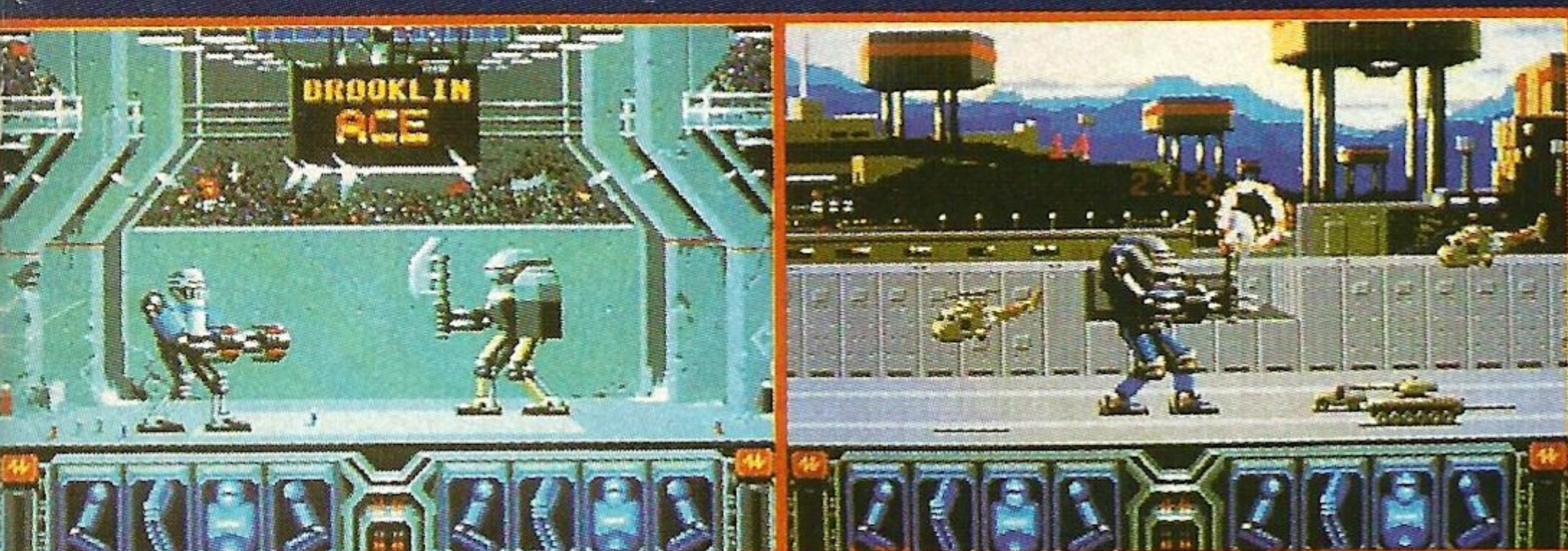
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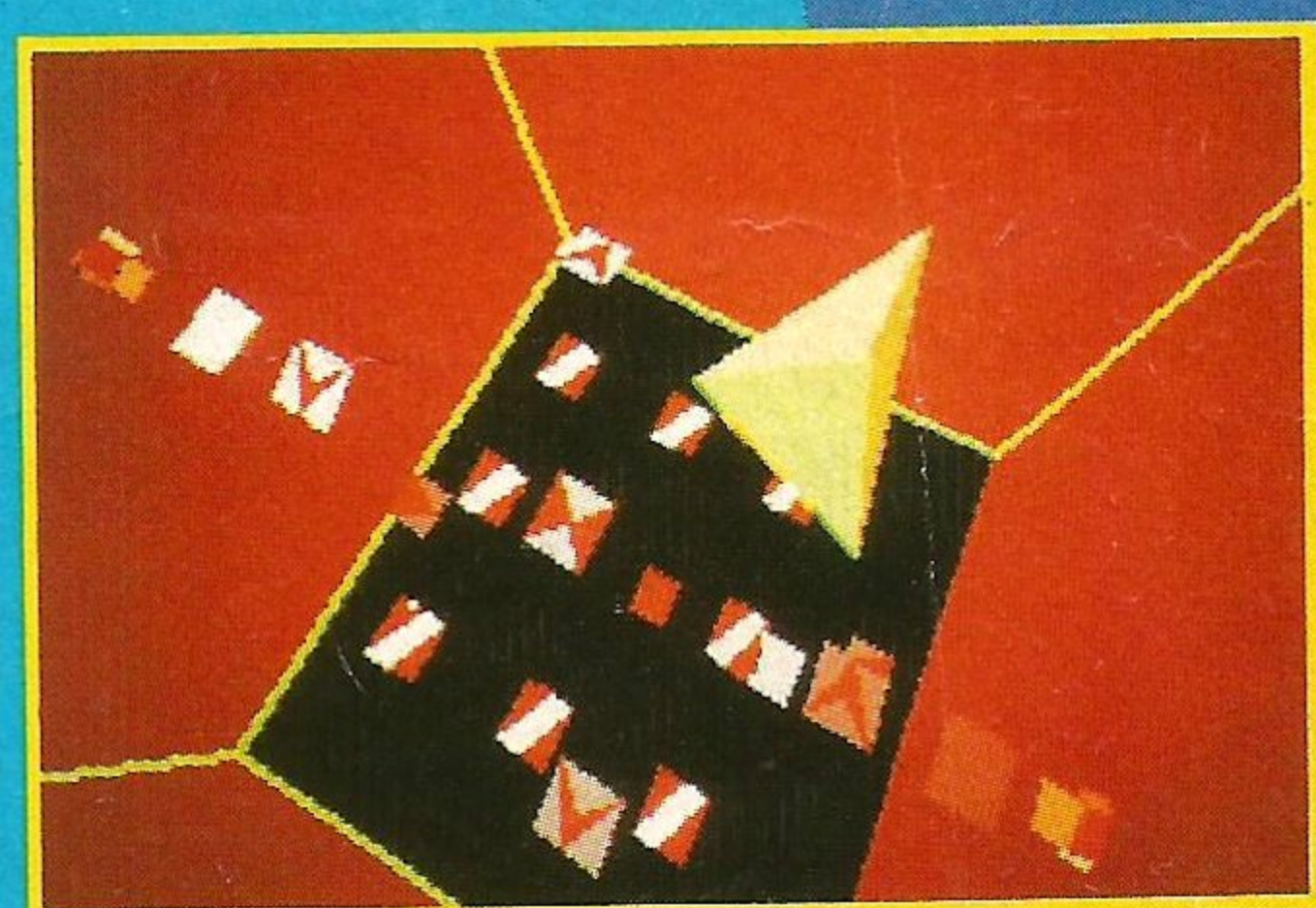
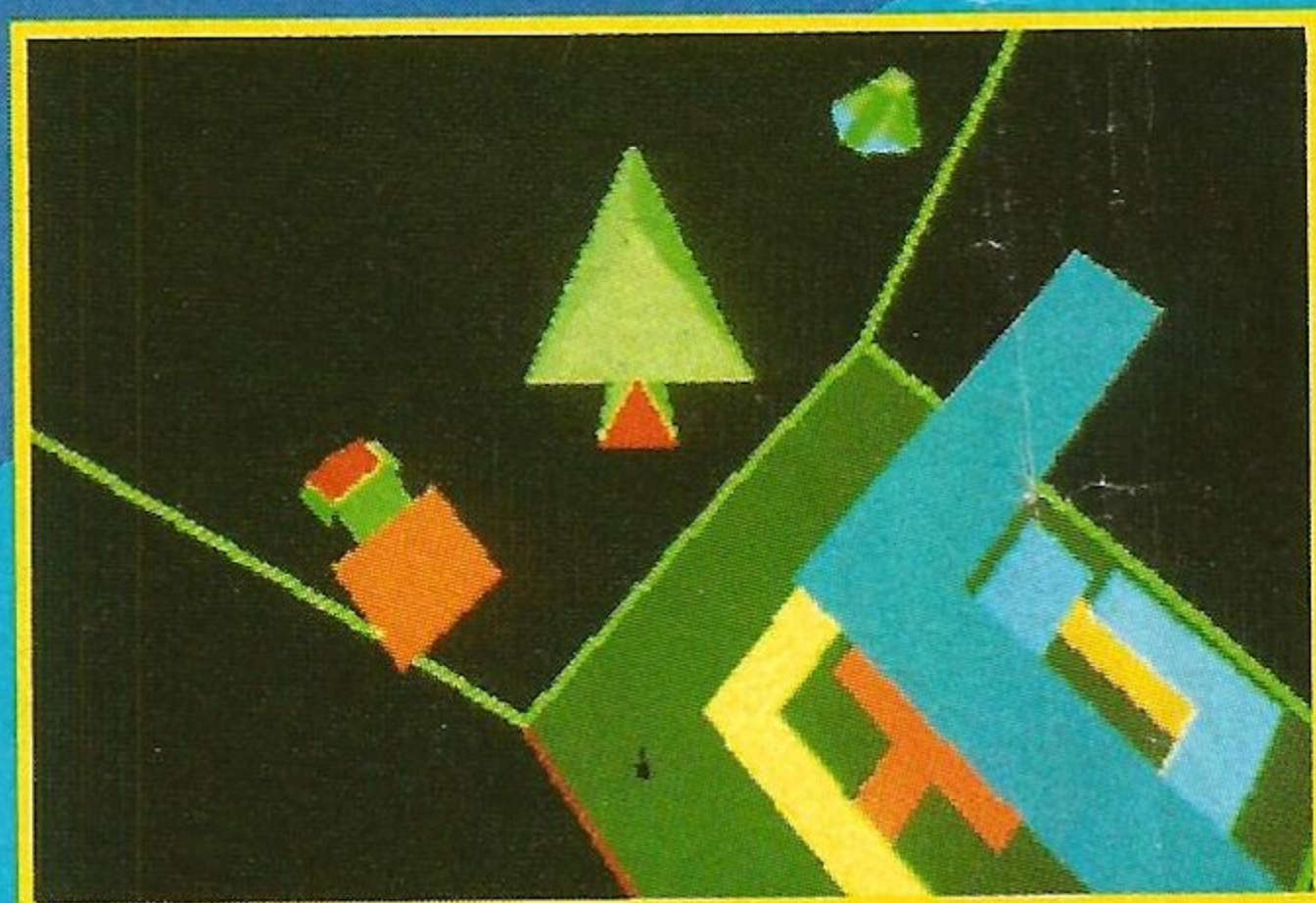
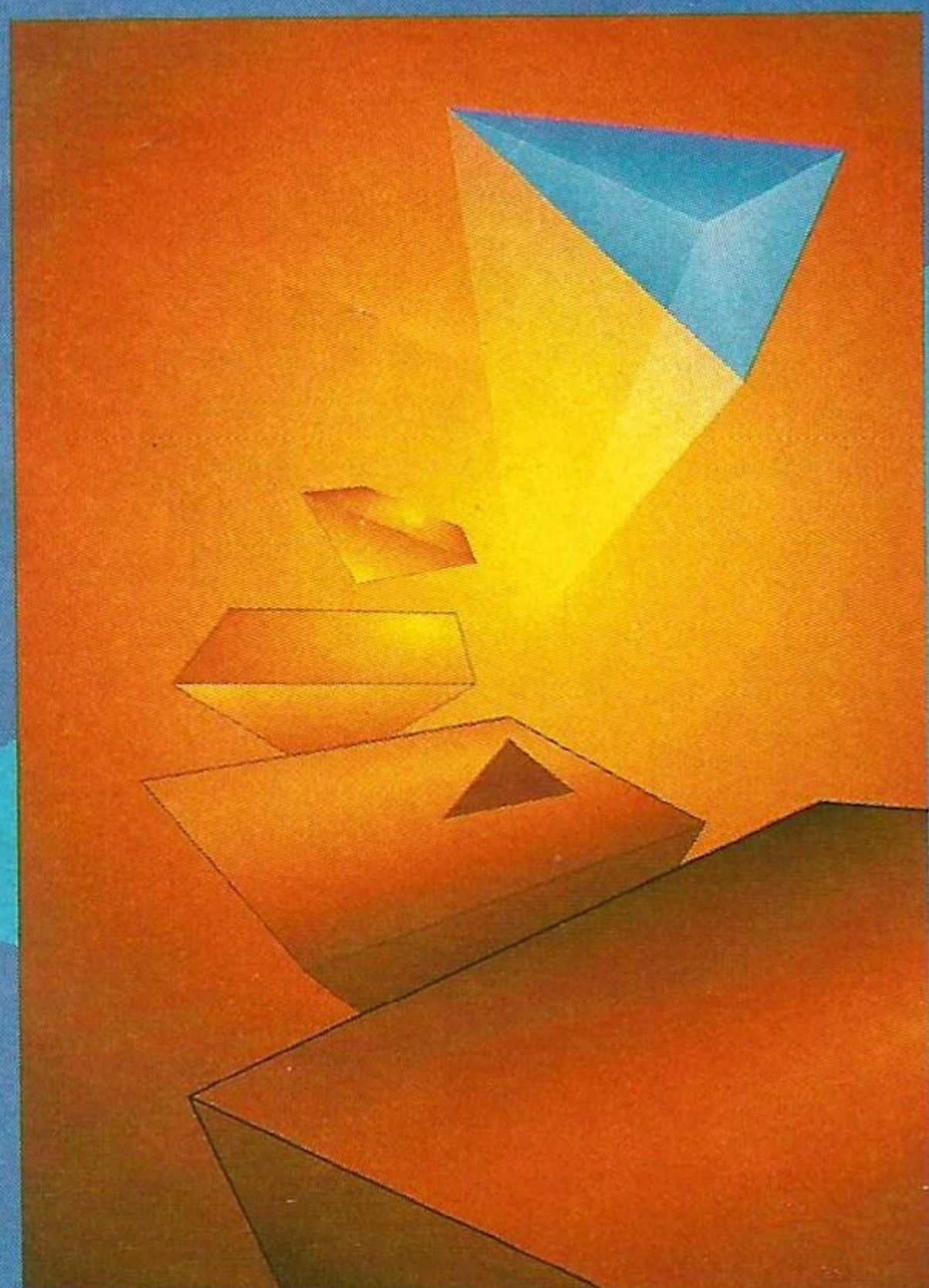
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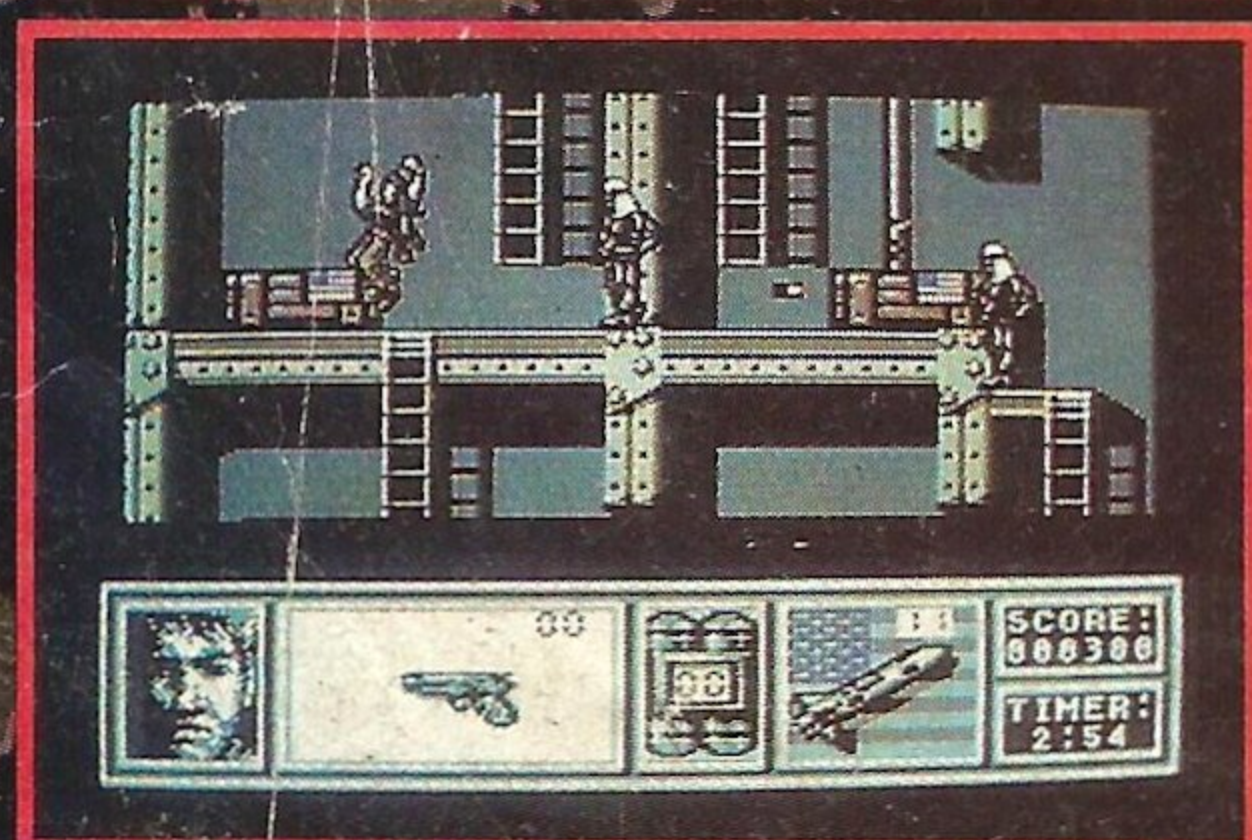
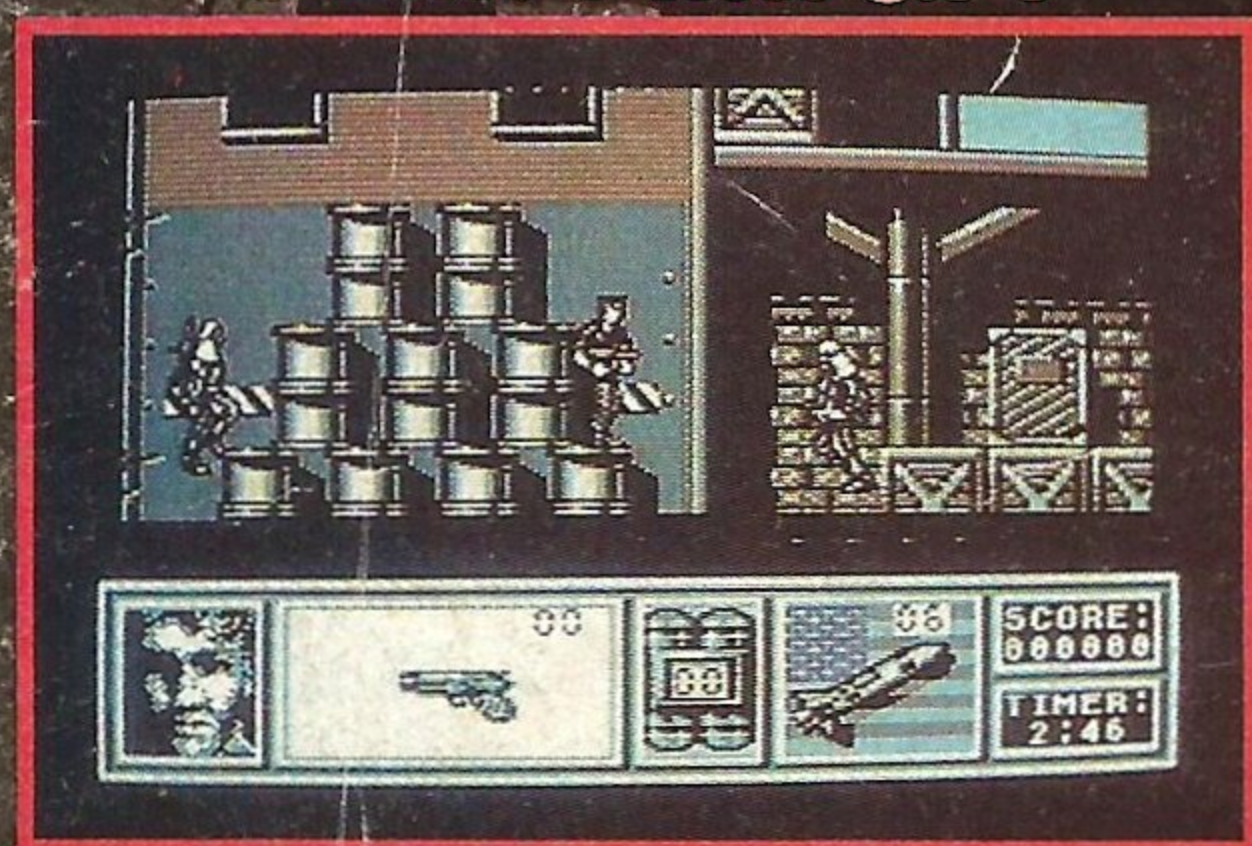
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